THE ART OF
HORIZON
II
FORBIDDEN WEST™

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FORBIDDEN WEST™

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Published by Dark Horse Books
A division of Dark Horse Comics LLC
10956 SE Main Street
Milwaukie, OR 97222

MIX
Paper from responsible sources
FSC® C016973
www.fsc.org

DarkHorse.com
Guerrilla-Games.com
PlayStation.com

Comic Shop Locator Service: www.comicshoplocator.com

First edition: May 2023
Ebook ISBN 978-1-50673-204-6
Hardcover ISBN 978-1-50673-202-2
Deluxe Edition ISBN 978-1-50673-203-9

10 9 8 7 6 5 4 3 2 1
Printed in China

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FOREWORD

In a way, producing the sequel to *Horizon Zero Dawn* felt a little like Aloy's own journey into the Forbidden West. Much like Aloy, we had this massive accomplishment behind us, but our eyes were fixed firmly on the path and the work ahead.

Of course, unlike Aloy, we weren't saving the world, and the only machines we would end up doing battle with were PCs and networks not necessarily designed for a global pandemic.

Looking west, we saw new challenges that were interesting yet daunting. To us, the world you explore in *Horizon* is a character in itself. It has a history and battle scars. It reacts to the player. We wanted to go deeper into the heart of that world.

West of the Sundom, we were presented with so many iconic Old World locations to reimagine and questions we could answer in a unique *Horizon* way. After all, this is an Earth that has seen tremendous and turbulent changes to its geography, climate, and biosphere. With that as a starting point, we're free to think completely differently about what the world can look like after one thousand years.

For example, what if San Francisco sank into the sea? Or if we buried Las Vegas under an enormous dome? What would a tribe look like if they lived in true harmony with machines?

Our first answers to these questions are contained in this book's 224 pages.

Concept art is the plucky first step we take into the unknown regions of Aloy's world. It's a process of discovery. The paintings are ambitious, beautiful, and full of imagination. They're grand in their scale and clever in their detail.

But what I'm struck with most as I turn these pages and see larger-than-life vistas filled with great ideas and awe-inspiring machines is the feeling that our vision is truly represented in *Horizon Forbidden West*. And in some places, it turned out even better than we imagined.

That end result is owing to the whole team at Guerrilla.

In *Horizon Forbidden West*, Aloy learns that going it alone is never as effective as working together. It's the same at Guerrilla, where collaboration is at the heart of our studio. Throughout the game's production, we're all focusing on our piece of the canvas with one eye on the bigger picture. Painting. Sculpting. Animating. Dressing ruins with just the right amount of vegetation.

When it all comes together in those final months, piece by piece, you begin to understand how it's much more than the sum of its parts. You see what this group of talented Guerrillas, along with our extended PlayStation teams and external vendors, have brought to life. I feel truly honored to get to work among and with them.

Delving through the hundreds of images, the gigabytes of files, and countless creative explorations has been incredibly humbling. I want to thank everyone who came along on the journey of creating *Horizon Forbidden West* and, of course, all our players for their ongoing support, passion, and enthusiasm.

Misja Baas
Project Art Director, *Horizon Forbidden West*

CHAPTER ONE

A DESPERATE SEARCH

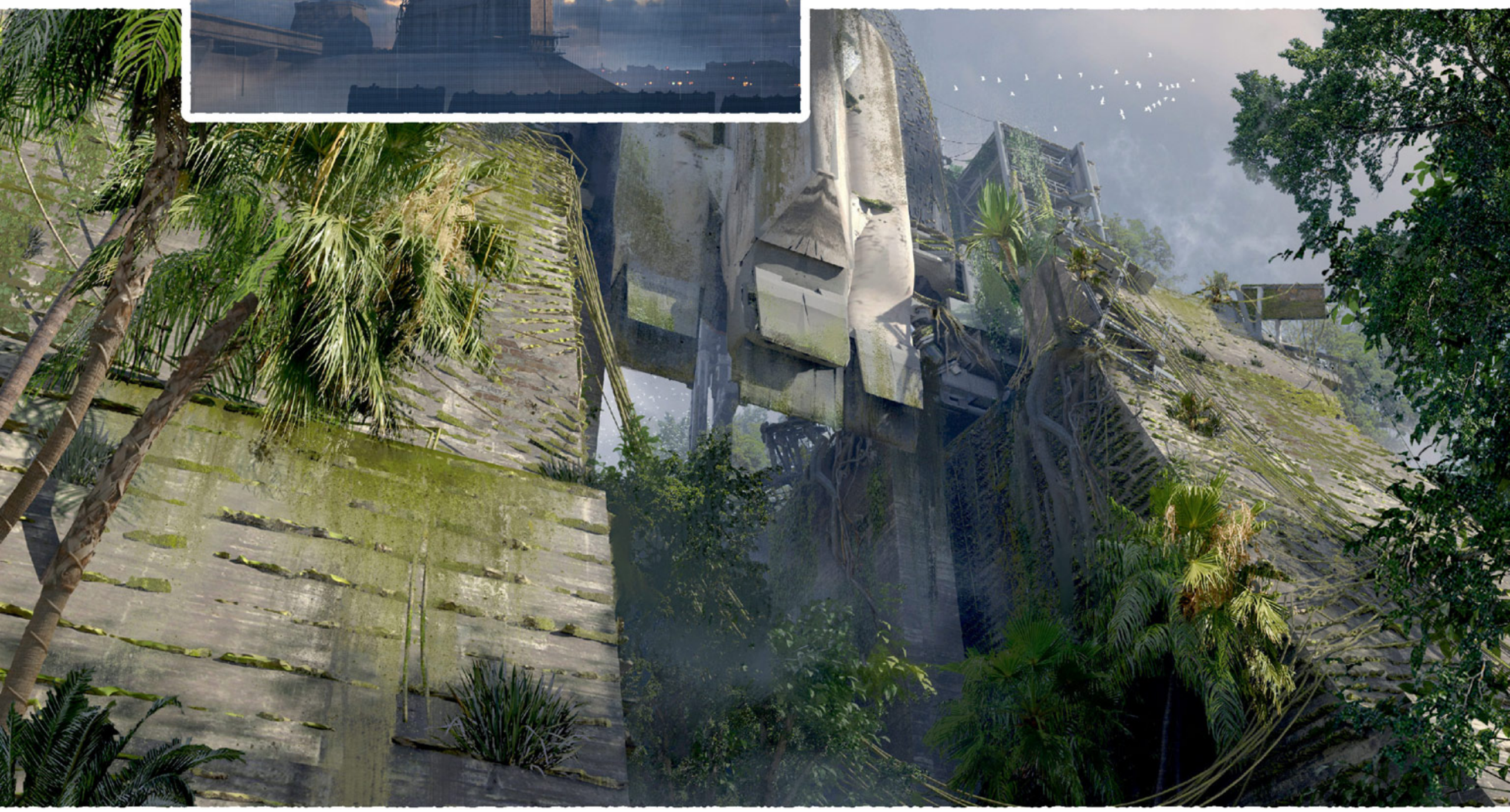
Six months after the events of *Horizon Zero Dawn*, Aloy desperately searches for a backup of the GAIA AI within the mysterious ruins of an ancient launch facility. With this backup, she hopes to rebalance the terraforming system that keeps Earth's biosphere alive.

The base's once-impenetrable security has been ceded to the forces of time and nature. Vines, dangerous machines, and an abandoned delver encampment occupy labs where some of the Old Ones' greatest technologists toiled. Unused spacecraft and corrupted holograms offer glimpses into humanity's last-ditch attempts to escape destruction in the twenty-first century.

Among the wreckage, the vestiges of the enigmatic Far Zenith consortium tell the story of an organization with two faces: one extending the reach of human civilization to the stars, the other preserving the lives of a few billionaire elites.

"When designing the Zenith facility, I slanted the building. This tilt creates the crumbling feeling of an ancient ruin while also looming menacingly over the player."—*Erik van Helvoirt*

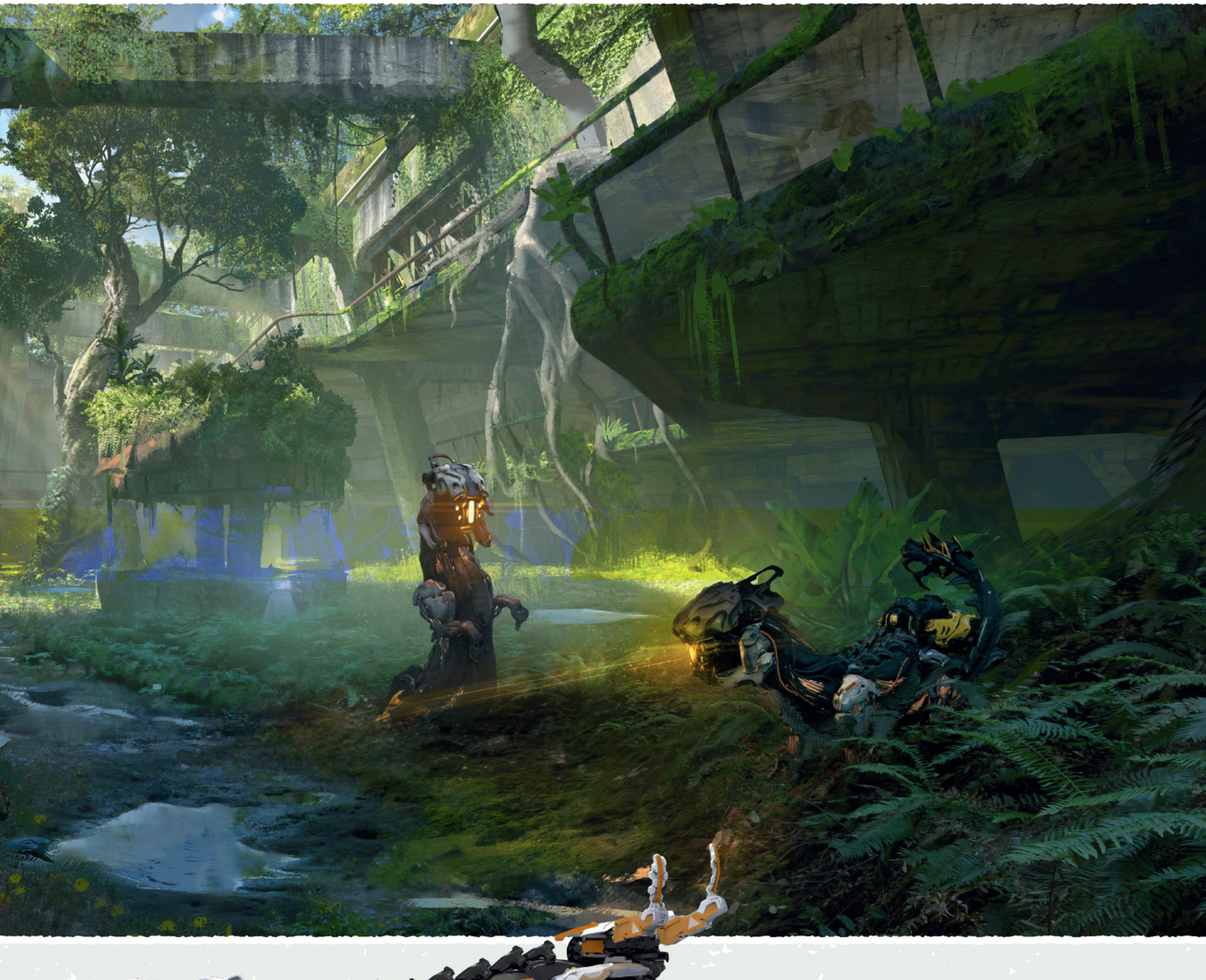
While Far Zenith's founder, Peter Tshivhumbe, viewed space exploration as a chance to propel humanity's future into the stars, the rest of its members saw a different opportunity: to be passengers on the ultimate escape vessel for the ultrarich.



"We gave the offices inside of the Zenith facility a sleek, cold aesthetic, while dispersing the Zenith shape language, including parametric patterns throughout."—*Erik van Helvoirt*

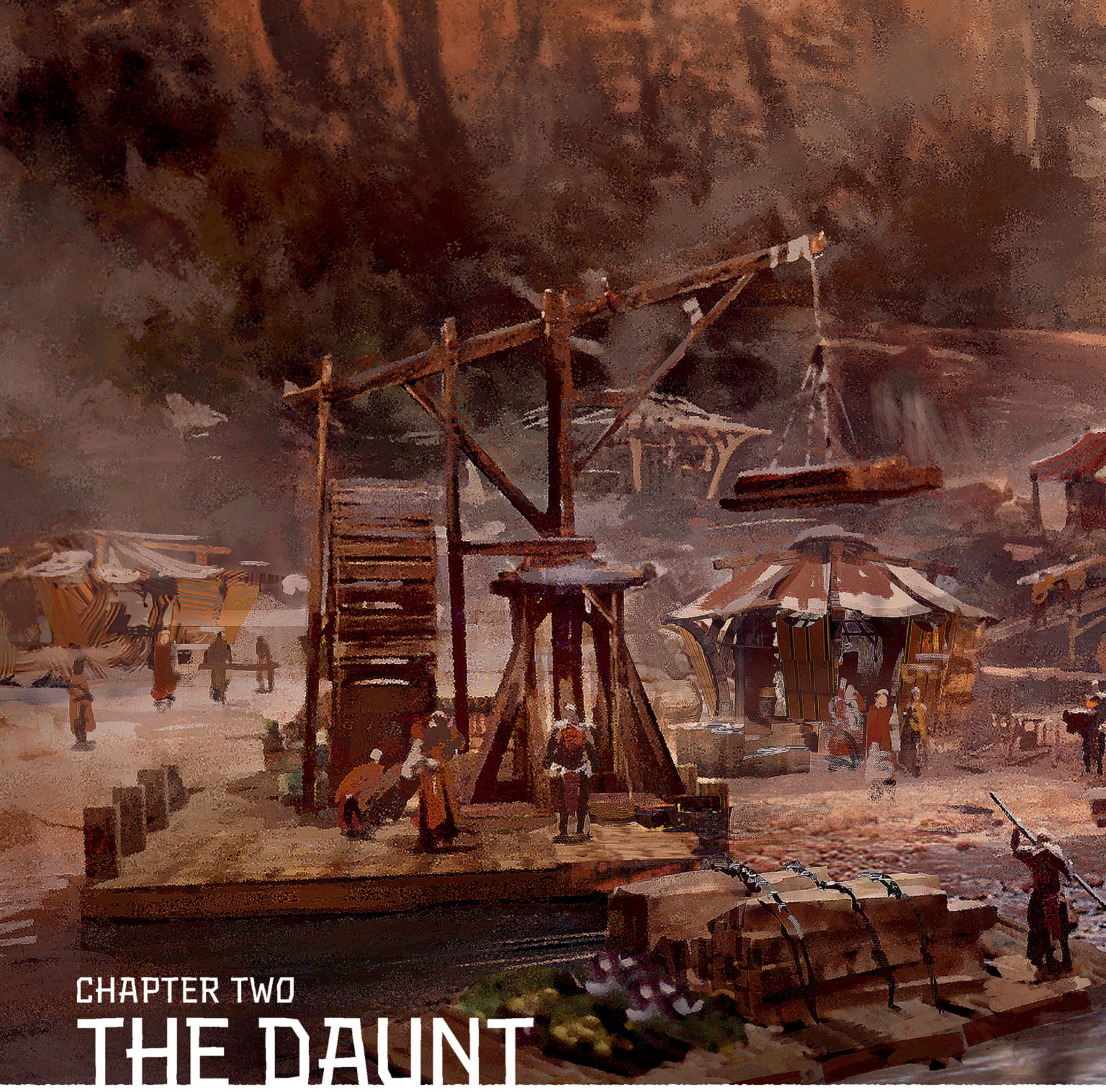
BURROWER

The weasel-like Burrower is a common recon machine. It can tunnel underground and resurface in unexpected locations, gaining a stealthy vantage on its opponents.



VARL

Varl and Aloy have shared a bond since teaming up to exact vengeance on the Eclipse cult for the death of Varl's sister. When Aloy vanished after the battle for Meridian, Varl spent months tracking her, feeling a spiritual responsibility to assist her, as she is the Anointed.



CHAPTER TWO

THE DAUNT

Even the reach of the mighty Carja Sundom has its limits. To the west, it ends at the Daunt. Despite many attempts across multiple generations, no Sun-King has successfully conquered and held land beyond this valley.

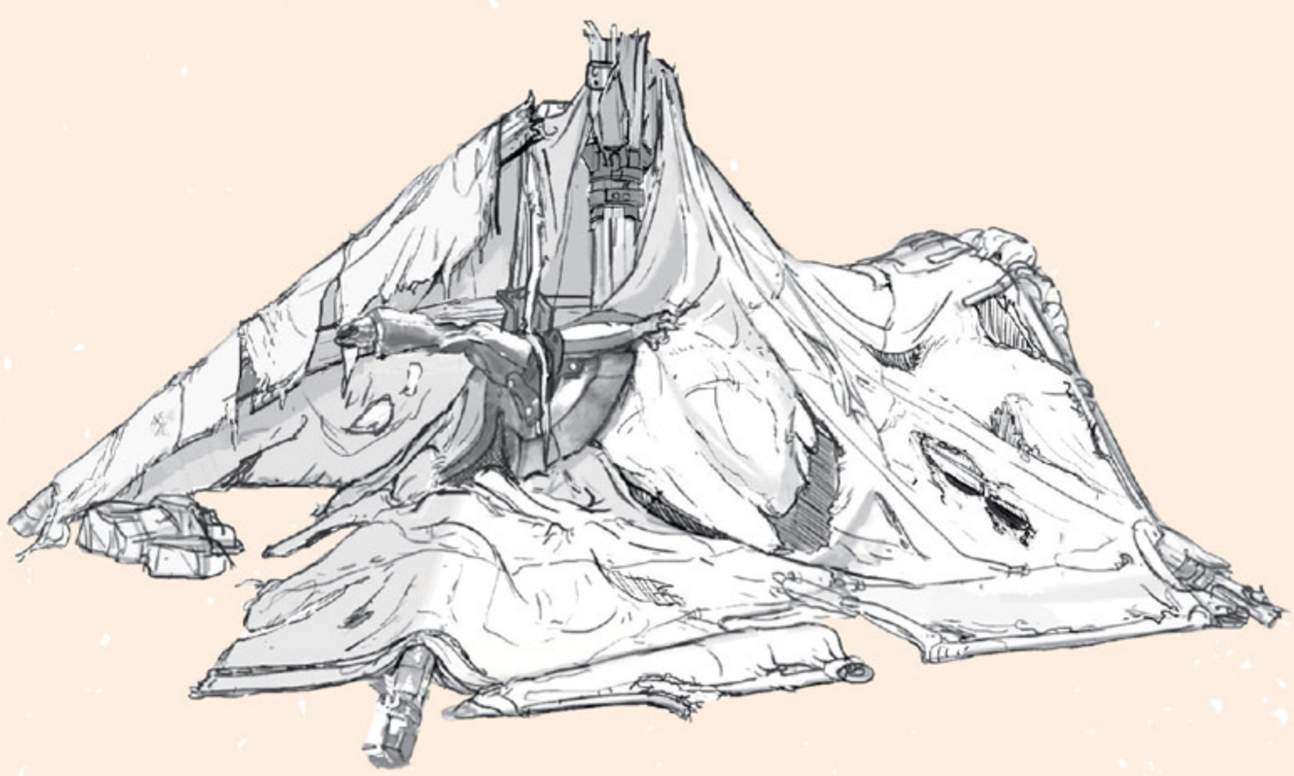
Known by the Old Ones as Zion National Park, the Daunt is now home to increasingly dangerous machines. However, this borderland offers much to those willing to risk danger in exchange for an honest shard.

In the settlement of Chainscrape, a brewery bustles with Oseram unwinding over ale after a long day's work at the lumber mill, mines, or Redhew Quarry.

Meanwhile, Barren Light guards the border. Its high walls are all that would stand between the Sundom and the Tenakth Clan Lands, should the two tribes' fragile peace ever break. Through its closed gates lies No Man's Land, and beyond, the dangers of the Forbidden West.

"Chainscrape is a worker's village. So the tavern was designed to feel like the lively heart at its center: large enough for everyone to go for a drink and a meal after a hard day's toil."—*Lloyd Allan*

Machine Strike is a piece-based board game that Aloy can play against characters across the Forbidden West. The machine pieces were designed by Guerrilla's assets team to look hand carved and finely sanded down so that each felt like a valuable collectible that carries prestige.

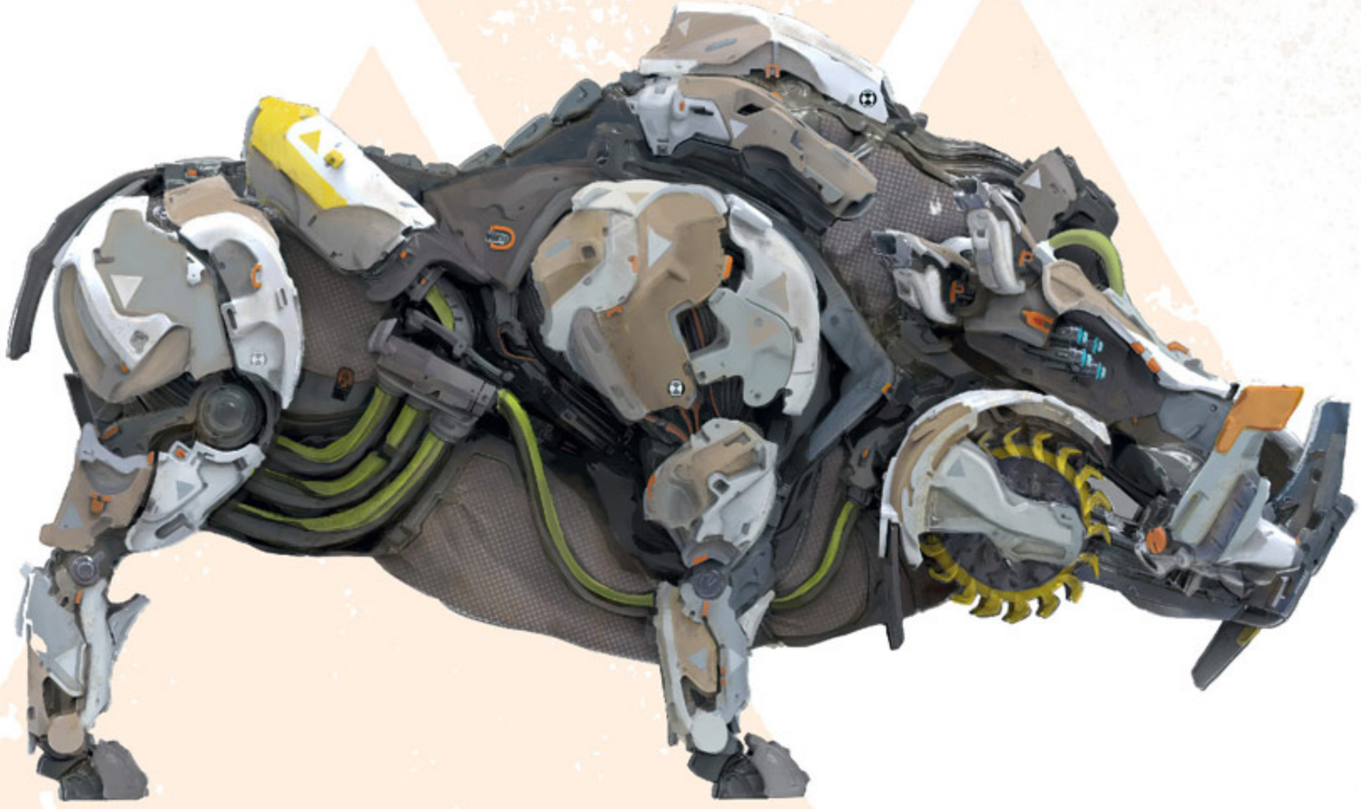


EREND

Erend is a brave and capable fighter, serving as captain of the benevolent Sun-King's Vanguard. He has proven himself a dependable friend and helpful ally. Erend feels forever indebted to Aloy for helping avenge the death of his sister. His immense gratitude has evolved into a heartfelt friendship.

BRISTLEBACK

Bristlebacks are medium-sized acquisition machines that use their tusks to dig up valuable resources. When provoked, they can unearth ancient scrap and augment it with elemental effects, transforming the scrap into devastating projectiles. When overridden, Bristlebacks can be used as powerful but cumbersome mounts.



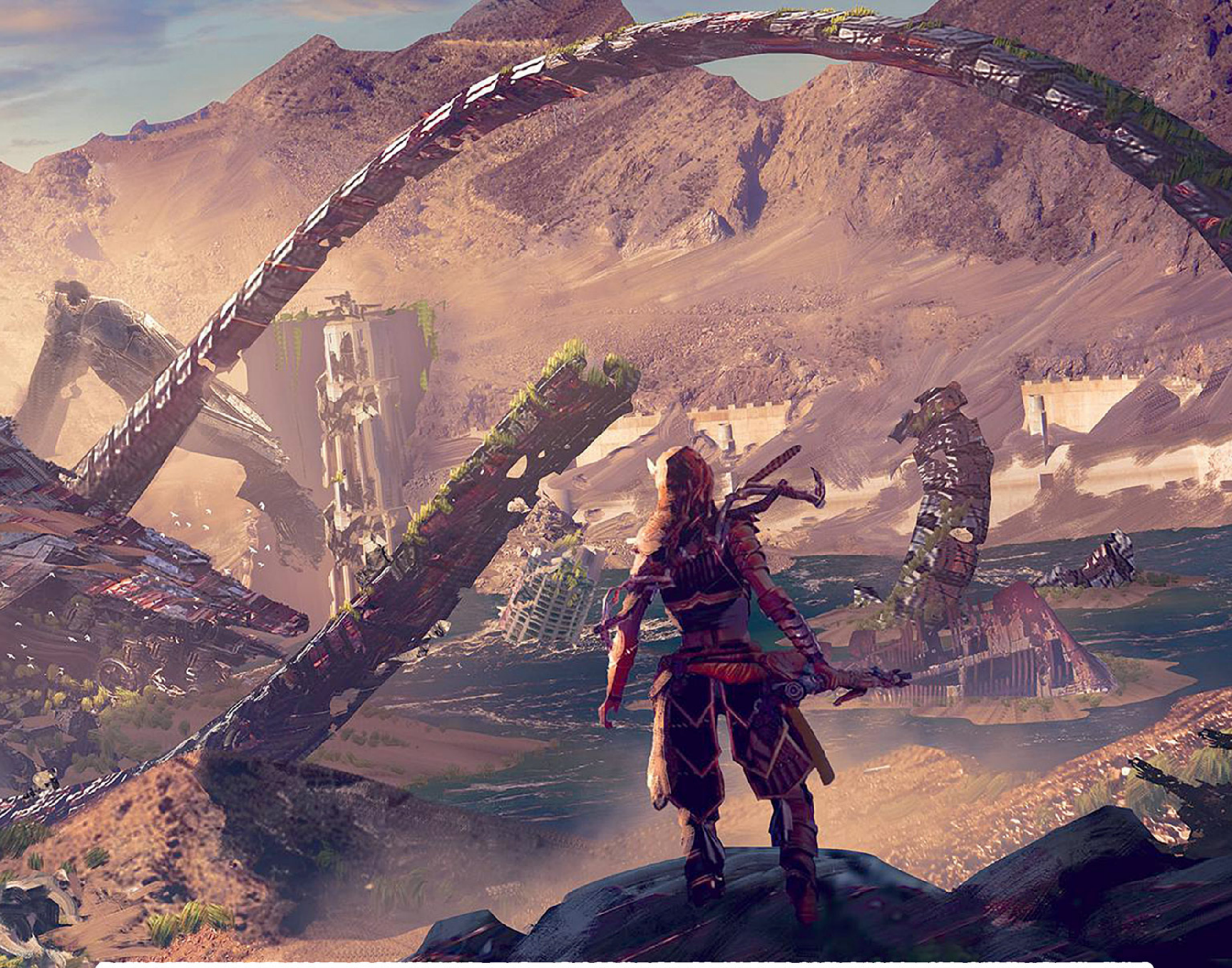
CHAPTER THREE

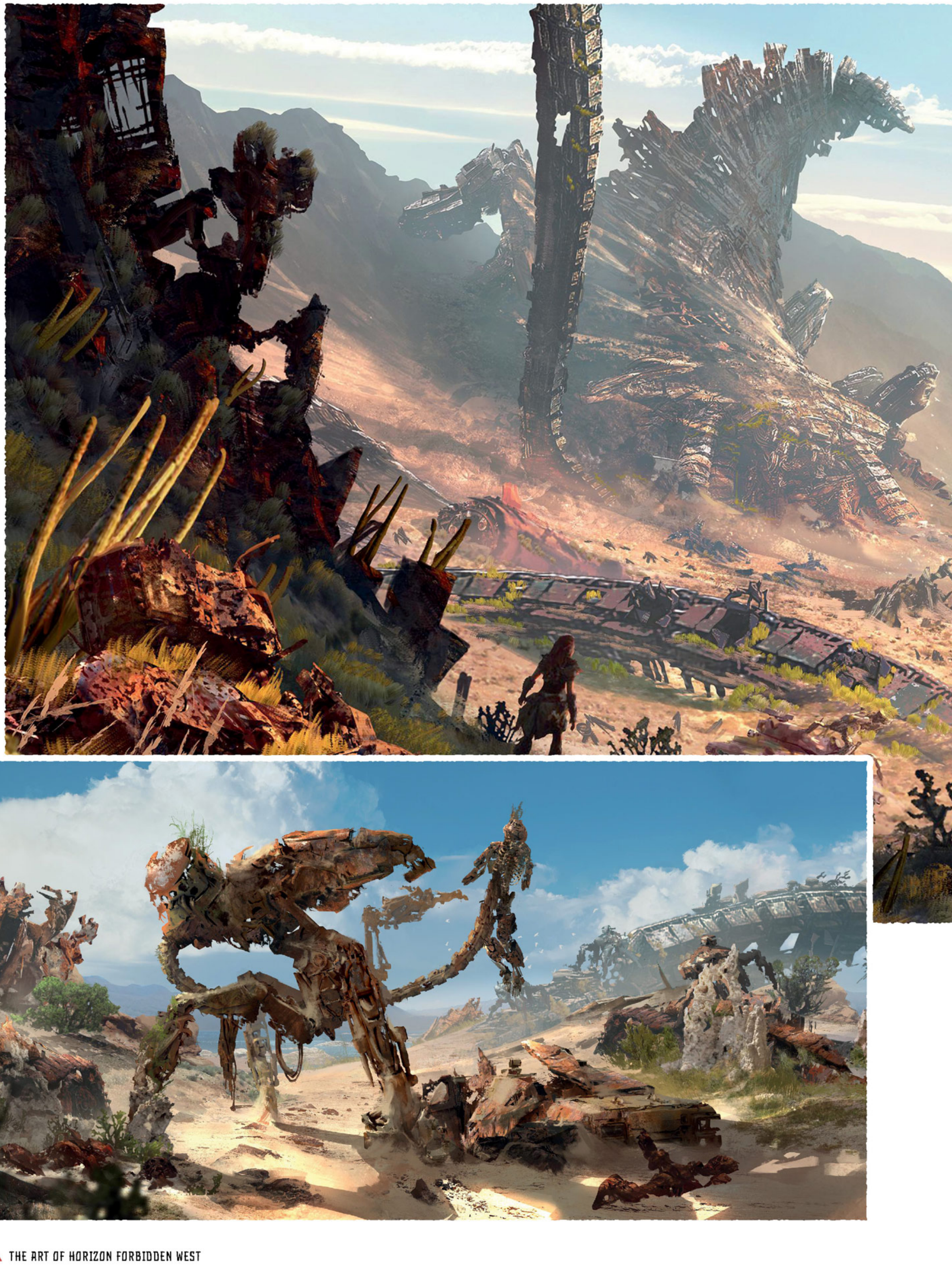
THE DYING LANDS

Project Zero Dawn restored life on Earth through a terraforming system controlled by GAIA: Mother Nature as an AI. GAIA governs the biosphere through subordinate functions named after ancient gods. Now, without its guidance, these lesser AIs rage out of control.

One of them, DEMETER, has propagated a plague of Red Blight. Crimson vines sprawl throughout the Forbidden West, decimating flora and fauna. Meanwhile, AETHER wracks the skies with violent superstorms, while POSEIDON clogs the waterways with toxic algae.

But a faint hope hides in the mountains east of Arrowhand, where MINERVA has found refuge in a dormant regional control center. This facility sits ready to be inherited by humanity to act as a base where they would oversee terraforming, take the reins of the system, and complete the work of Zero Dawn.



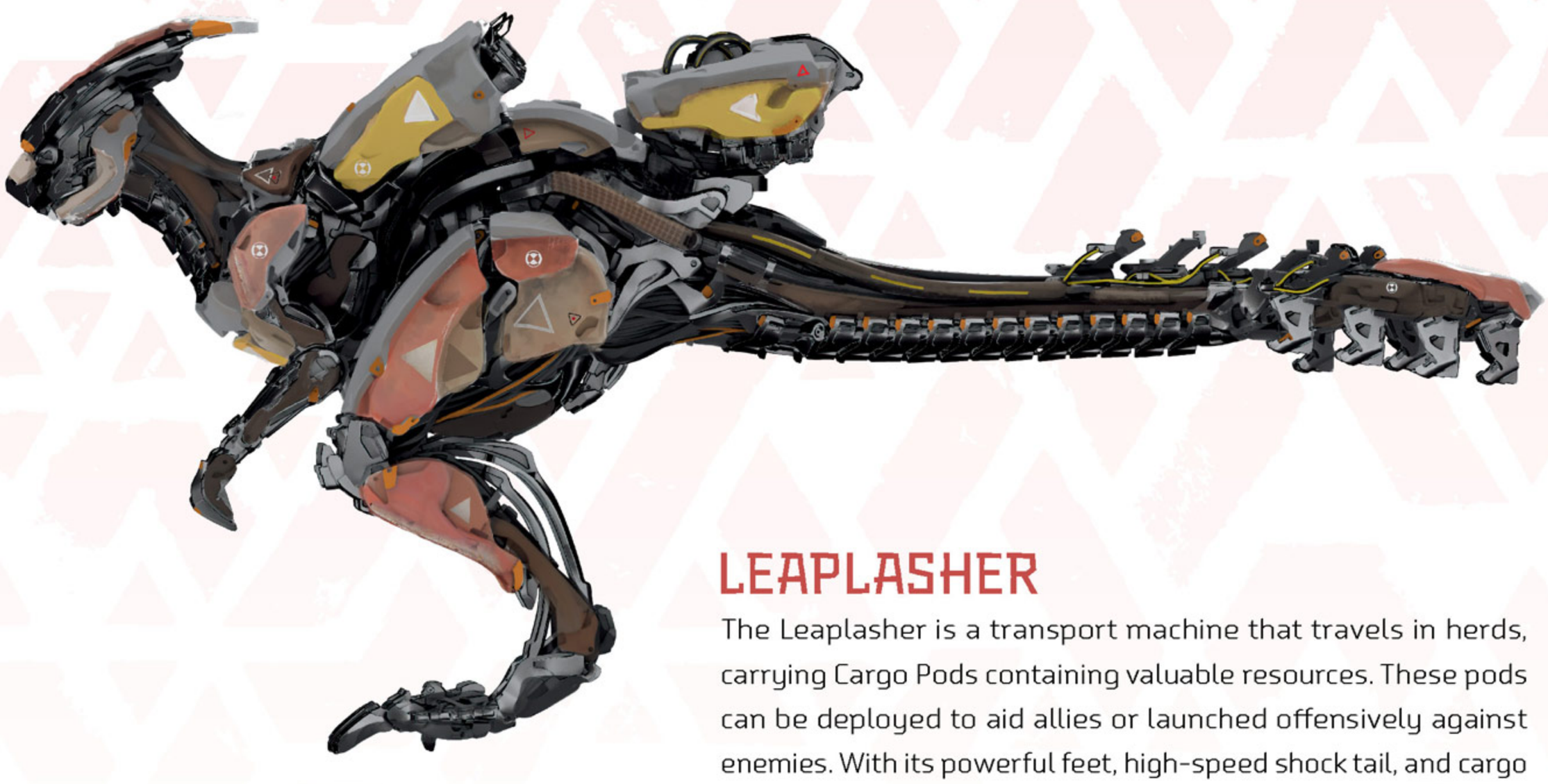


ANCISCO

"With the Blight, we were looking to create a mutant weed combining the worst aspects of other plants. We ended up with stalks that spread like tentacles, teethlike leaves, and large spore-scattering ends."—*Lloyd Allan*

PLOWHORN

Plowhorns are acquisition machines that use their horns to till soil, enriching the land with fertilizer and sowing seeds stowed within back-mounted seed dispensers. Their ability to facilitate plant growth has earned them a sacred status among the agrarian Utaru tribe, who refer to them as Land-gods.



LEAPLASHER

The Leaplasher is a transport machine that travels in herds, carrying Cargo Pods containing valuable resources. These pods can be deployed to aid allies or launched offensively against enemies. With its powerful feet, high-speed shock tail, and cargo claw, there are many means by which this acrobatic machine can defend itself against attackers.

"With the Blight, we were looking to create a mutant weed combining the worst aspects of other plants. We ended up with stalks that spread like tentacles, teethlike leaves, and large spore-scattering ends."—*Lloyd Allan*

"The base was 'designed by GAIA,' so I kept the shape language organic, with flowing lines throughout. As Aloy's companions make this cold place their home, they embellish the space with natural furnishings." *–Erik van Helvoirt*

GAIA

GAIA was designed to be the controlling intelligence of the Zero Dawn terraforming system. Fully sentient and taught to care for and nurture all life on Earth, this AI, along with its subfunctions, has restored the biosphere following its destruction by the Faro Plague.

CHAPTER FOUR

PLAINSONG

Amid flourishing geometrical fields tended by the machines known as Land-gods, the Utaru founded Plainsong. This settlement is nestled atop an ancient array of satellite dishes. Walkways branch out like the arms of great trees, connecting communal spaces where merchants trade and the Chorus meets to govern.

Owing to an abundance of food, the Utaru developed into a time-rich culture celebrating nature, craft, and song. With only simple tools and dedicated craftsmanship, they wove walls from wood fibers, seeking symmetrical, organic shapes, and adorned them with decorative machine parts. For the Utaru, to beautify is an act of worship.

They have always lived in delicate harmony with nature, but now the Red Blight corrupts their harvest, their Sacred Cave breeds hunter-killer machines, and their way of life faces an existential threat. It's clear they must adapt to survive. Some have even begun to question the decisions handed down by the Chorus.

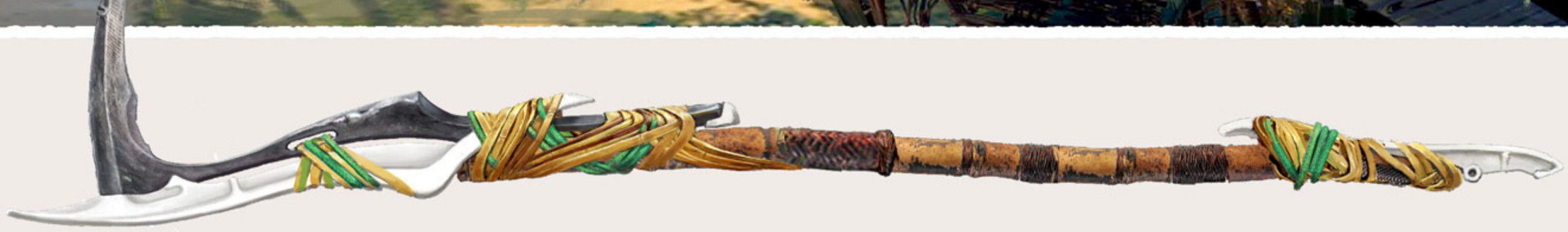
ZO

Once a peaceful soul, Zo was horrified by the Red Raids and took up arms against the Carja. While she respects Utaru tradition, she refuses to accept the bleak outlook of their ruling Chorus, who view the Red Blight as a sign it is time for the tribe to decay with the land. Before meeting Aloy, Zo had been paralyzed by hopelessness, trying to soothe the pain of the ailing Land-gods as a Gravesinger. Now, she seeks a way to save her lands and her people.

"The construction of the Utaru seed pouch represents a key principal of their beliefs and material culture: the symbiotic merging of machine parts and organic elements." —*Ilya Golitsyn*

Over generations, the Utaru have built their capital settlement atop the remnants of an ancient array of satellite dishes. Relying on bamboo and turf, they layer new developments on top of previous ones and interconnect dishes with grand, curving walkways.

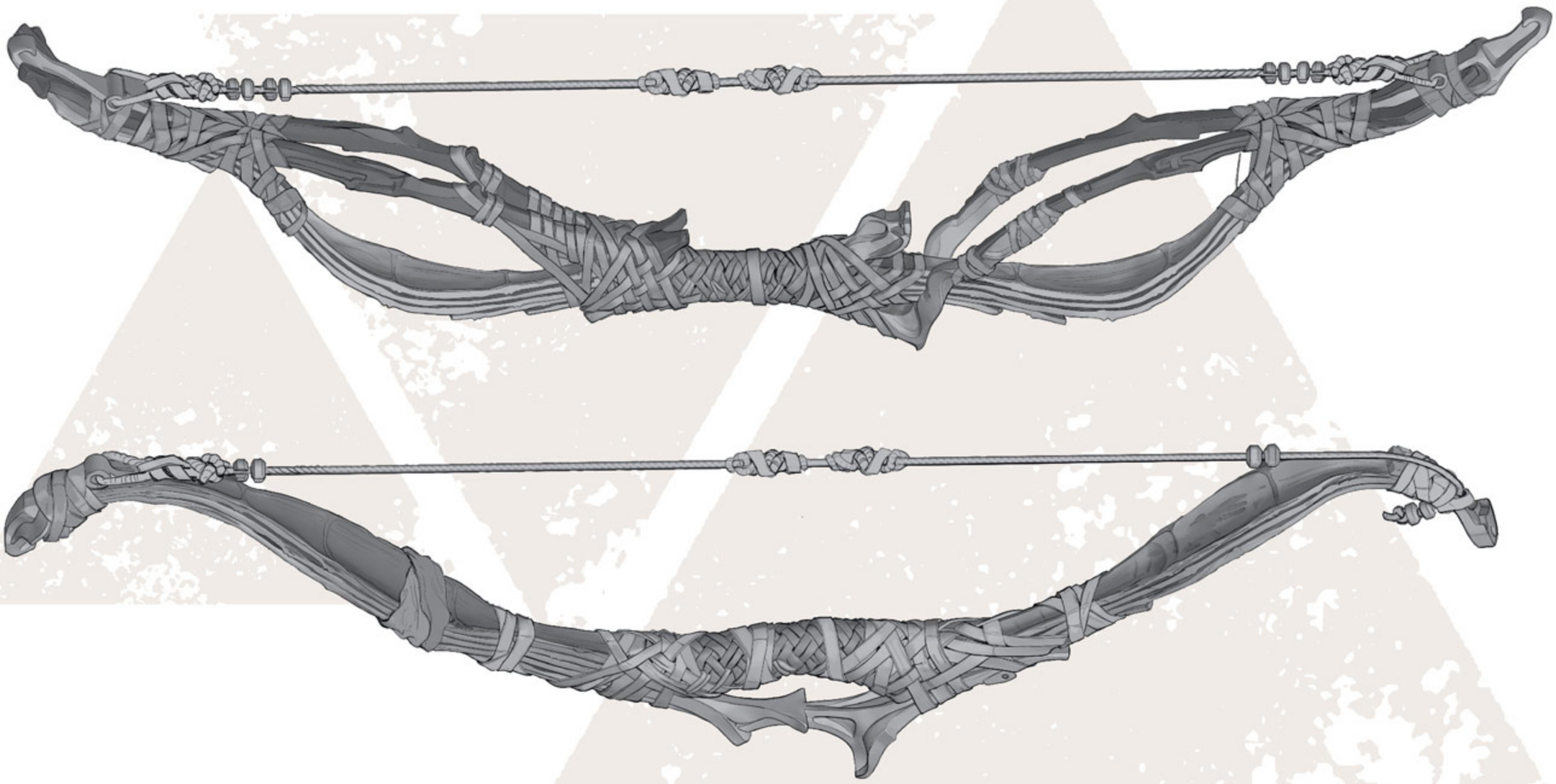
Utaru architecture places great importance on natural beauty, using machine parts decoratively and lacquering natural fibers along door openings and windows.



The Utaru have a plant-based diet, with their food cultivated by the Land-gods and their meals shared communally.

"The Utaru revere machines, so they use their parts sparingly and only where they'd be most effective. Thus, they use cords and metal plates as frameworks around which they construct and weave their garments." —*Ilya Golitsyn*

"Beehive-like hexagonal motifs in the Utaru sentinel outfits reflect their defensive approach to combat; they don't attack nor hunt, but do they take defence rather seriously, and those longbows can bite!" *–Ilya Golitsyn*



The Utaru, who are more comfortable harvesting their food than hunting it, choosing to spend their spare time gathering materials for artful handcrafting.

CLAWSTRIDER

Fast and agile, Clawstriders are combat machines often encountered in packs of two to four. Razor-sharp blades cover their bodies, making them capable of inflicting great damage with a variety of deadly attacks.

SKYDRIFTER

This high-gliding recon machine monitors the land below, easily spotting and tracking potential threats. Whether in the air or on the ground, it is a fast and agile opponent, lashing out with it's razor-sharp tail at close range and firing tracking projectiles from afar.

CHAPTER FIVE

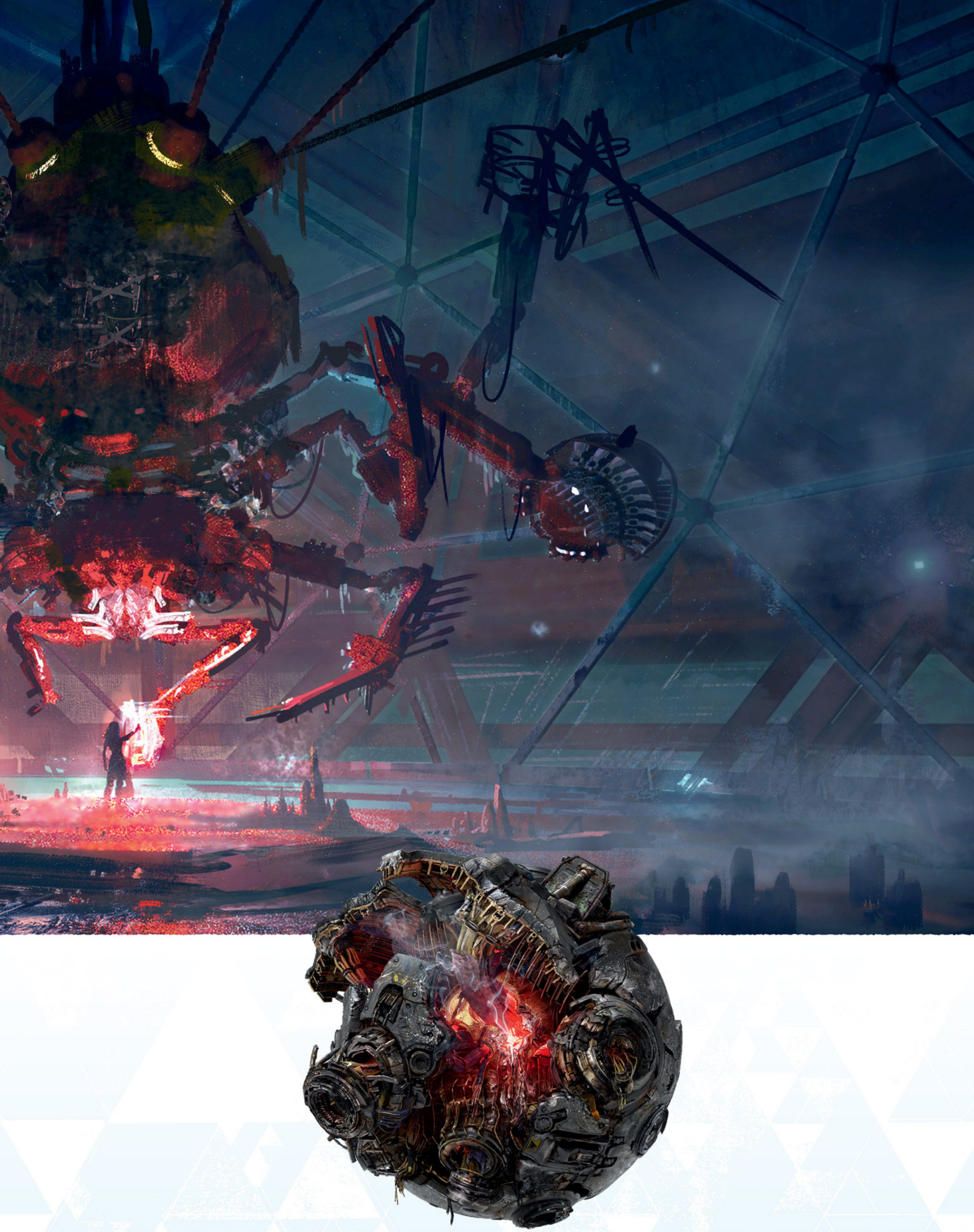
DEEP SECRETS OF THE EARTH

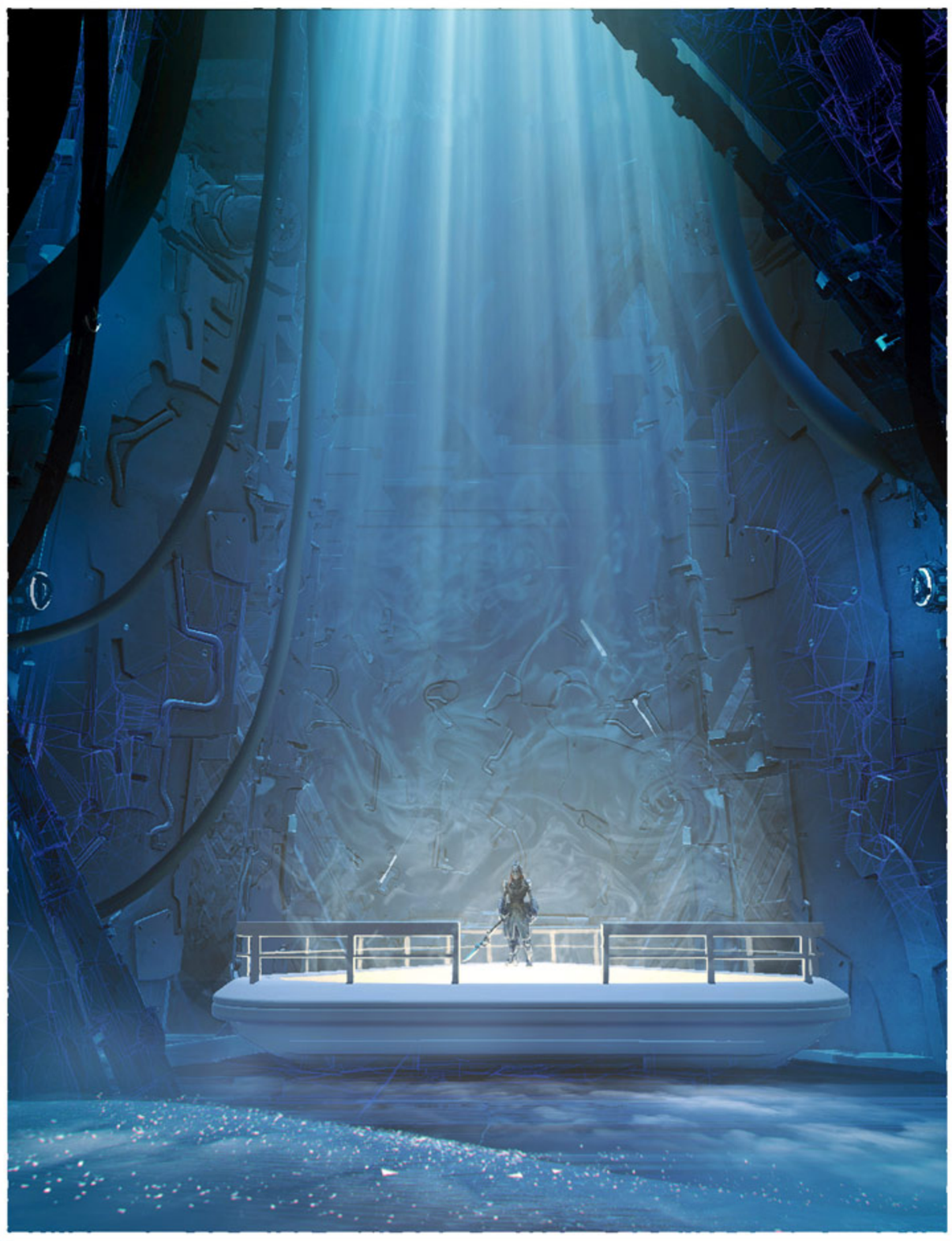
The inner workings of GAIA's terraforming system are hidden away beneath the Earth. These subterranean facilities act as the foundries of the AI HEPHAESTUS, manufacturing machines with which to restore and manage the Earth's biosphere.

While the tribes who dwell near these caves of metal may not fully grasp their function, they often recognize them as significant and treat the locations with a mix of caution and reverence.

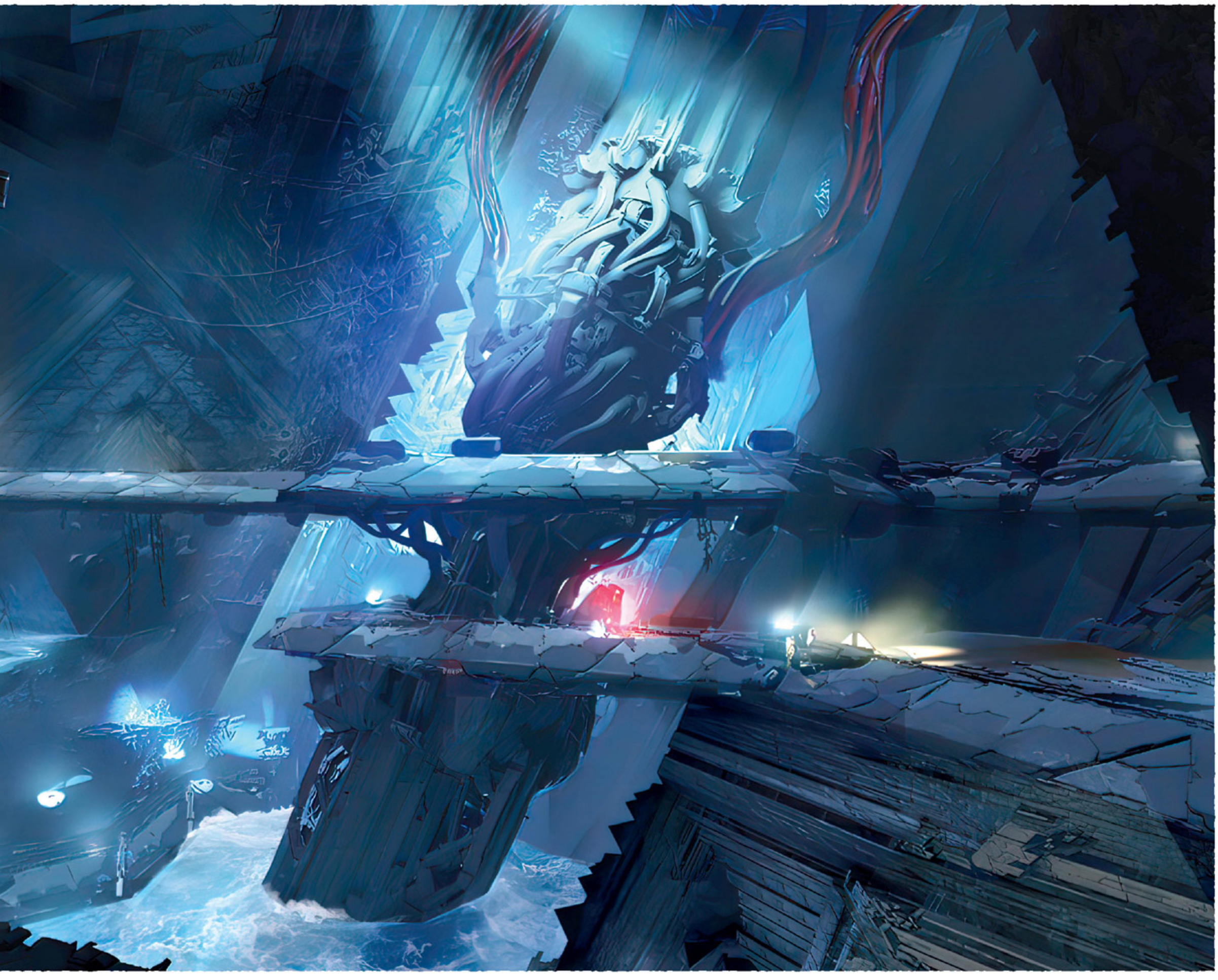
Over time, many of these sites have yielded to the forces of nature, allowing access to those eager enough to climb, squeeze, or dive in.

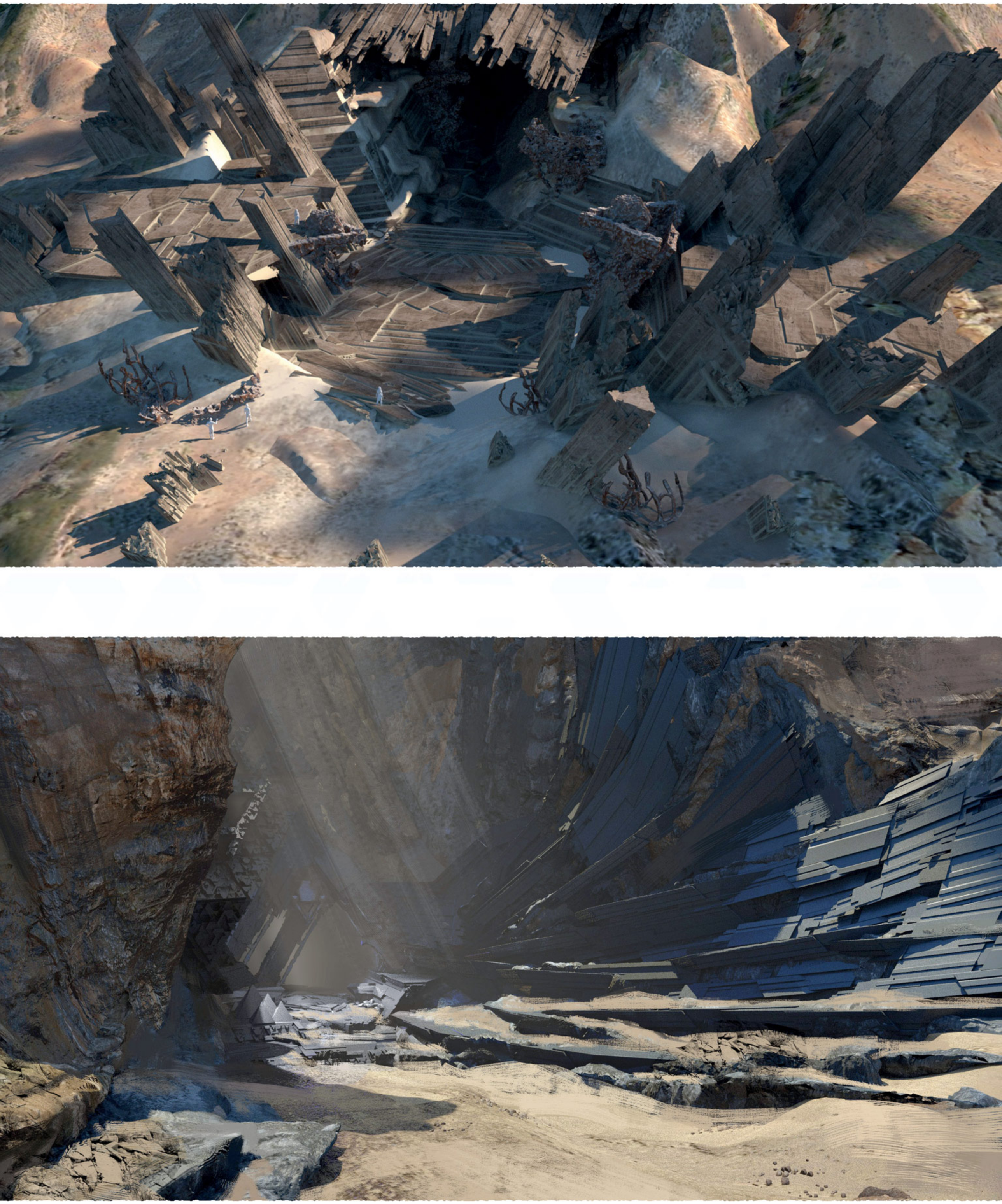
Inside, cavernous metal chambers are interconnected by sprawling wired pathways inhospitable and deadly to human trespassers. The challenges faced by intruders are high, but each facility contains secrets well worth the risk.

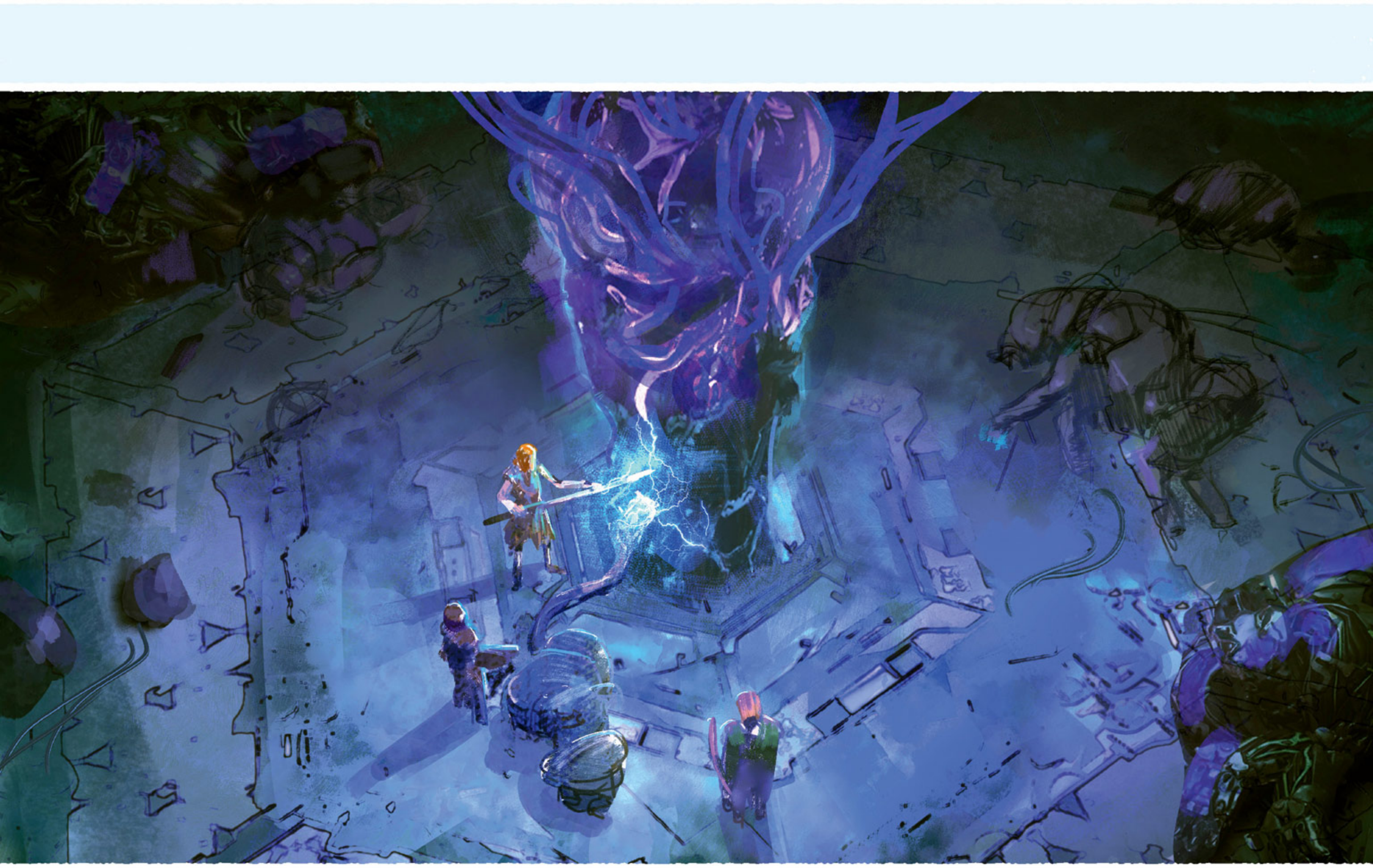




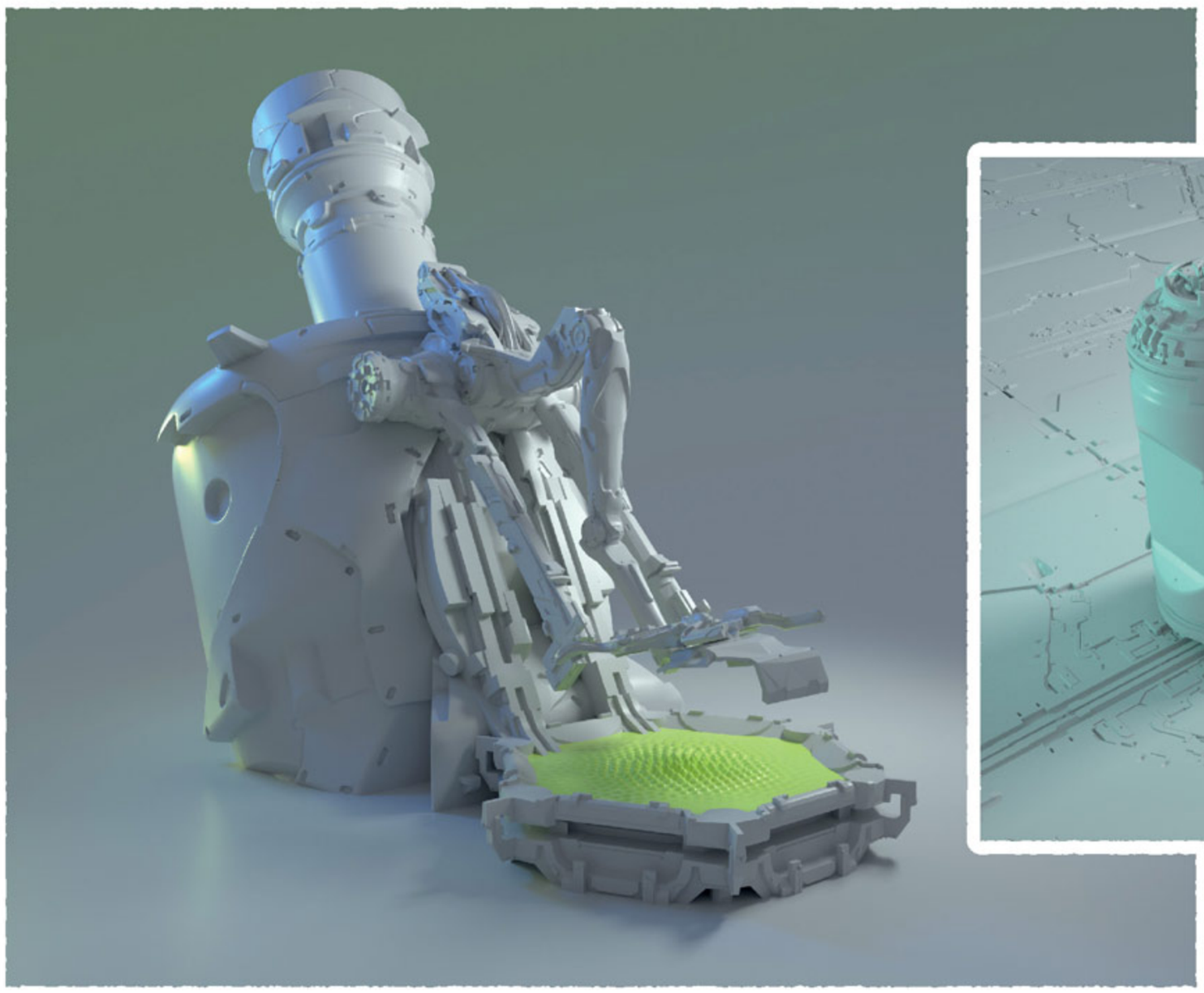
The triangular tessellating shape language within the Cauldrons was inspired by the complex inner workings of beehives.

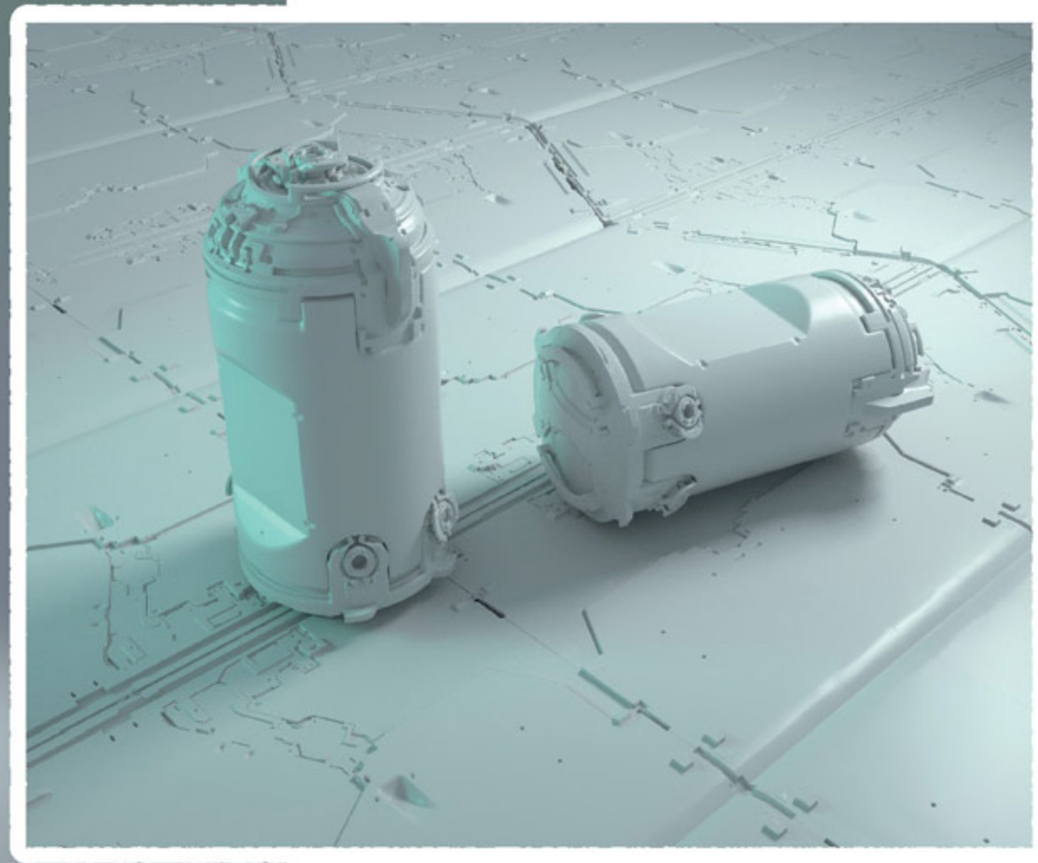






"When designing Cauldron machinery and props, we kept the organic style of the robots in mind. The 3D printers found in Cauldrons print robot parts from a liquid that hardens."—*Erik van Helvoirt*





"In the Forbidden West, one of the Cauldrons has been ripped apart by internal pressures of the Earth's crust. So, we designed the level with an idea that it is constantly trying to repair itself."—*Erik van Helvoirt*

APEX MACHINES

Over generations, humanity has become more and more adept at hunting machines. In response, the AI HEPHAESTUS has reinforced and empowered his creations, making them far more resilient and lethal. The resulting Apex machines can be identified by their darker outer armor and gold trim.

CHAPTER SIX

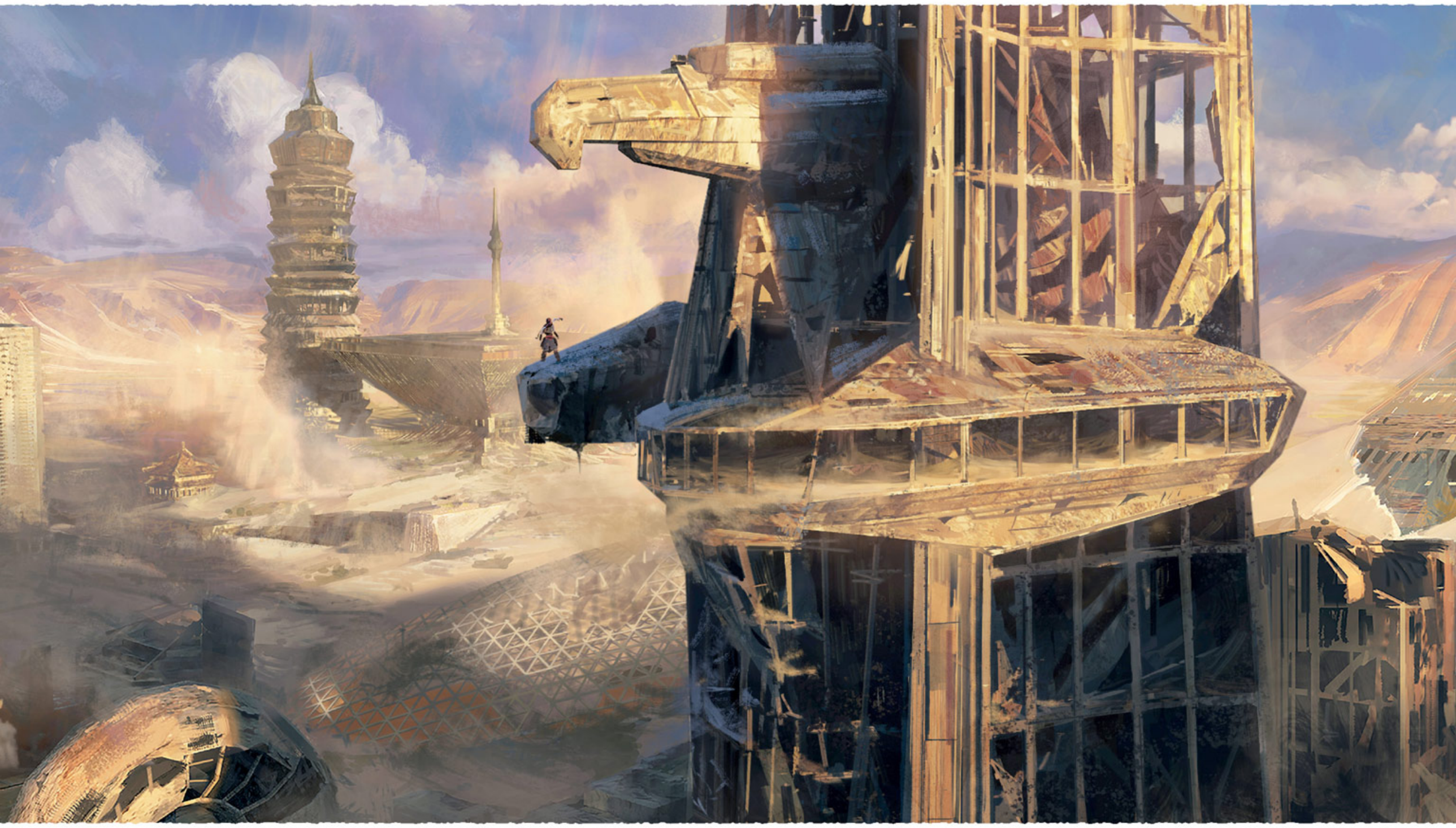
DUNEHOLLOW

The frames of collapsed buildings protrude like bones from the Stillsands, picked clean by delvers and seemingly devoid of life. Yet beneath the dusty surface, much of Las Vegas remains preserved by a great dome.

Erected by entrepreneur Stanley Chen, this dome held strong against the devastating sandstorms and blistering temperatures of the 2040s. Decades later, as the Faro Plague approached, Chen was forced to put his impossible city—and its life-giving water filtration system—to sleep.

Following GAIA's self-destruction, the subfunction POSEIDON found refuge in the ruins known as Dunehollow and used Chen's technology to flood the underground city. The rogue AI has bolstered the defenses of its new realm with fierce aquatic machines that swim between the façades of submerged casinos.

Above ground, an ambitious crew of Oseram looks to give the city another chance. With Aloy's help, they have revived the iconic lights of the Las Vegas Strip. The vivid outlines of long-lost structures shine above the dunes, attracting settlers and adventurers to the new settlement of Hidden Ember.



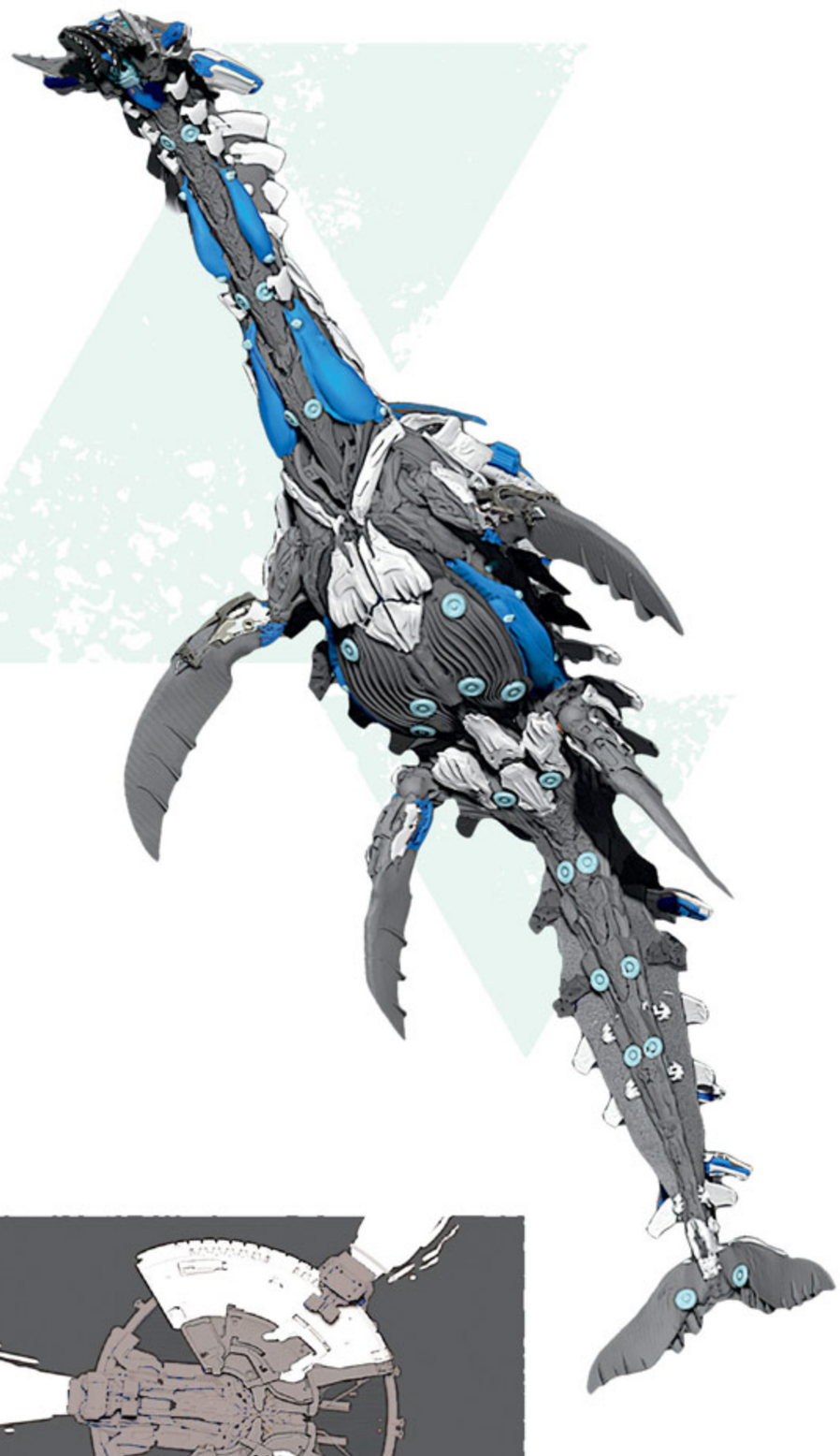
Throughout the 2060s, the rejuvenated Las Vegas catered mostly to international visitors, so some of the elements players can find there were designed to create an almost kitschy sense of Americana.

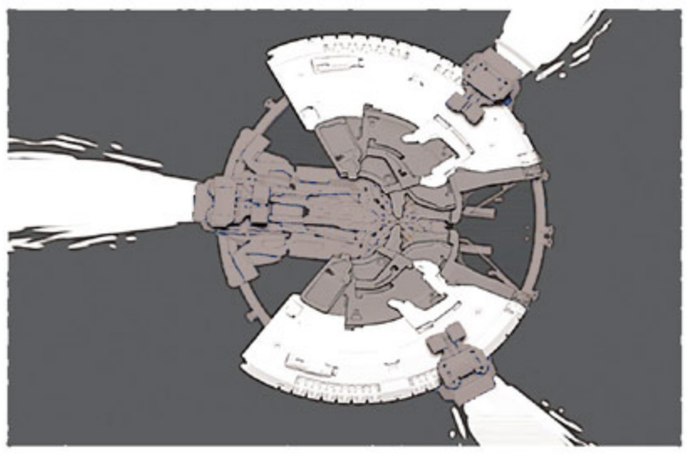
SHARK
CAGE
THE
PELAGIC
HOTEL & RESORT

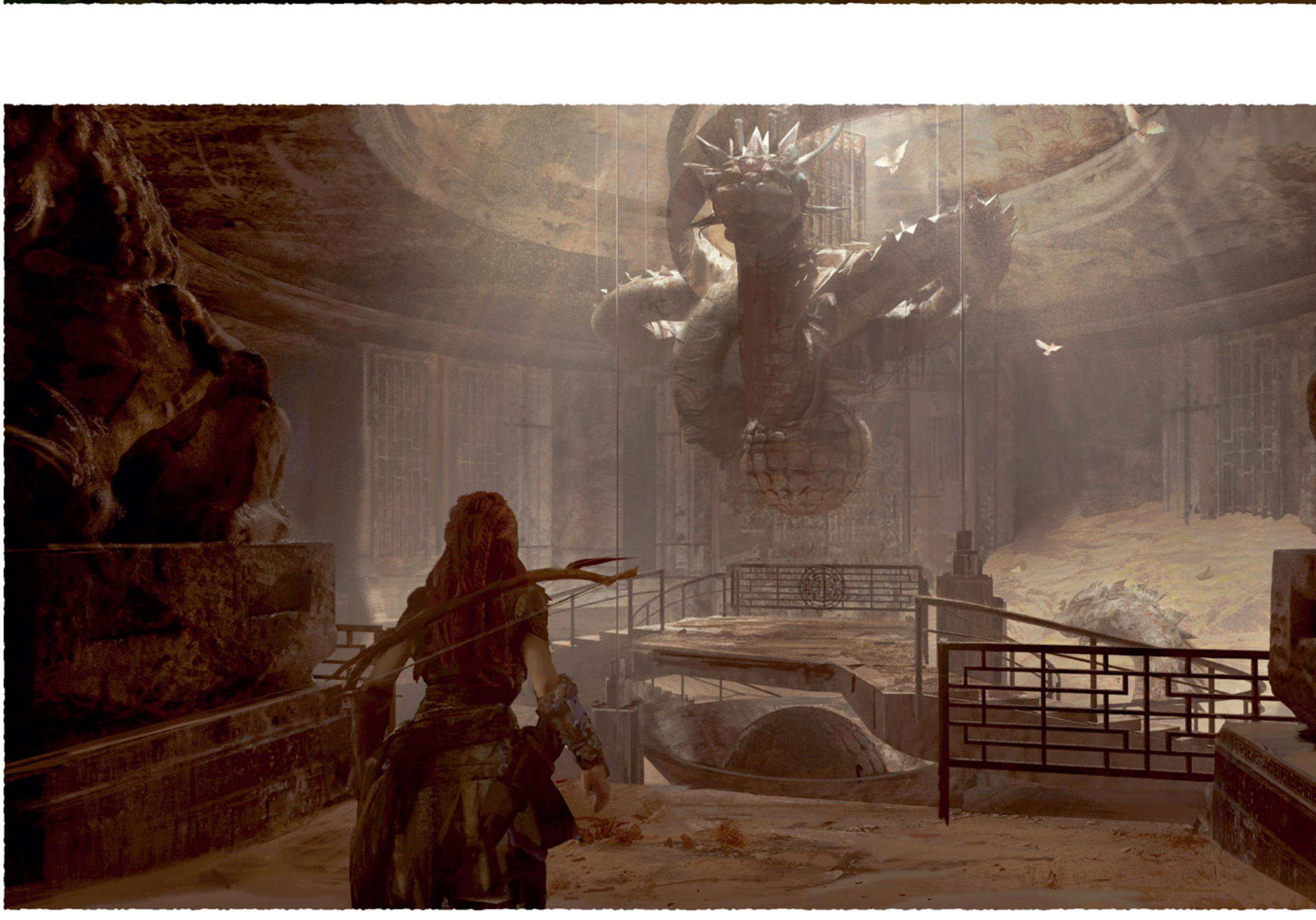
Jackpot!
HIT THE JACKPOT!
Jackpot!

TIDERIPPER

Whether on land or in water, the Tideripper is a deadly foe. This colossal acquisition machine is designed to filter sediment and collect resources, but it is also heavily armed. Its cannons unleash a blast of high-pressure Purgewater, and its large tail makes for a devastating melee weapon.







CHAPTER SEVEN

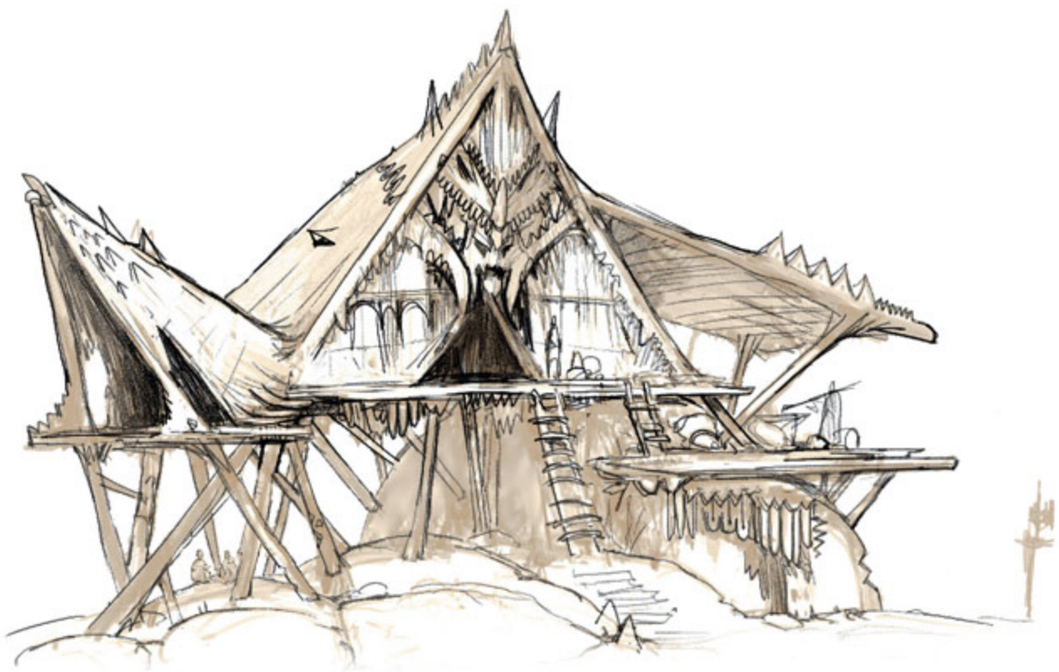
THE SHINING WASTES

The Desert Tenakth hold the harshest territory of all the tribe's clans, with many of their villages depending on trade to meet their basic needs. Some exchange ink needed for traditional face paint; others trade components of rare but deadly machines.

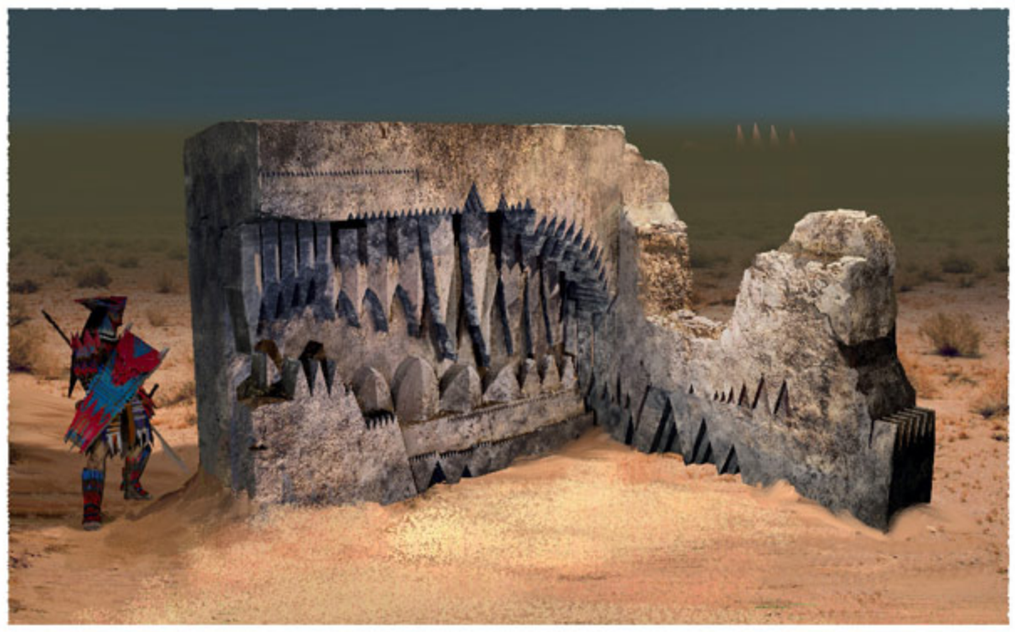
These tributes are paid to the desert capital, the only settlement with a steady water supply. Named for the spire standing tall at its center, Scalding Spear has jagged architecture that is built atop the remains of a solar power plant used by the Old Ones.

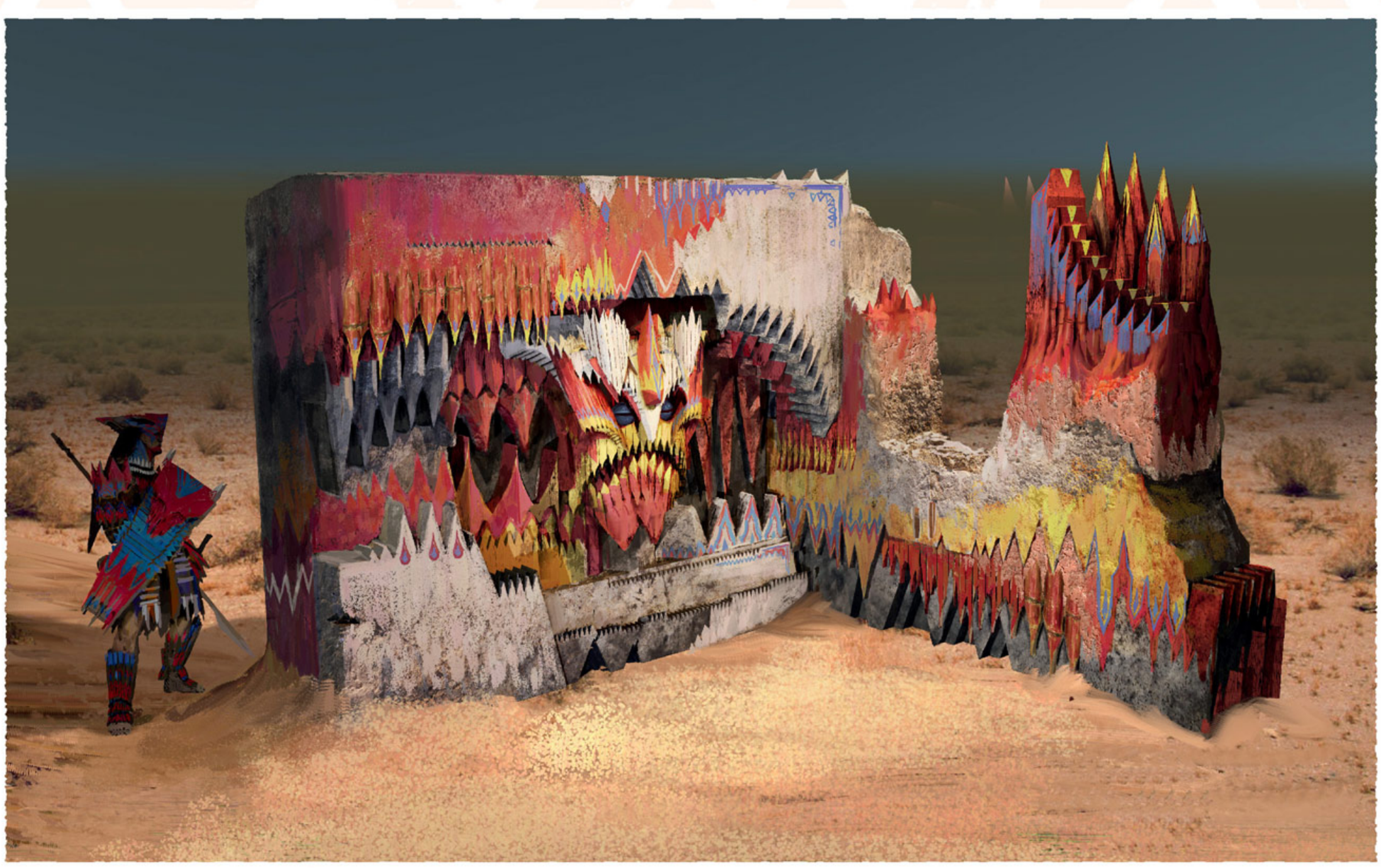
With Sunwings above their heads and Rockbreakers beneath their feet, the Desert Clan are the most daring and aggressive of the clans. But cracks are forming in their ranks as resentment mounts over increasingly sparse water rations, threatening the stability of the entire tribe.

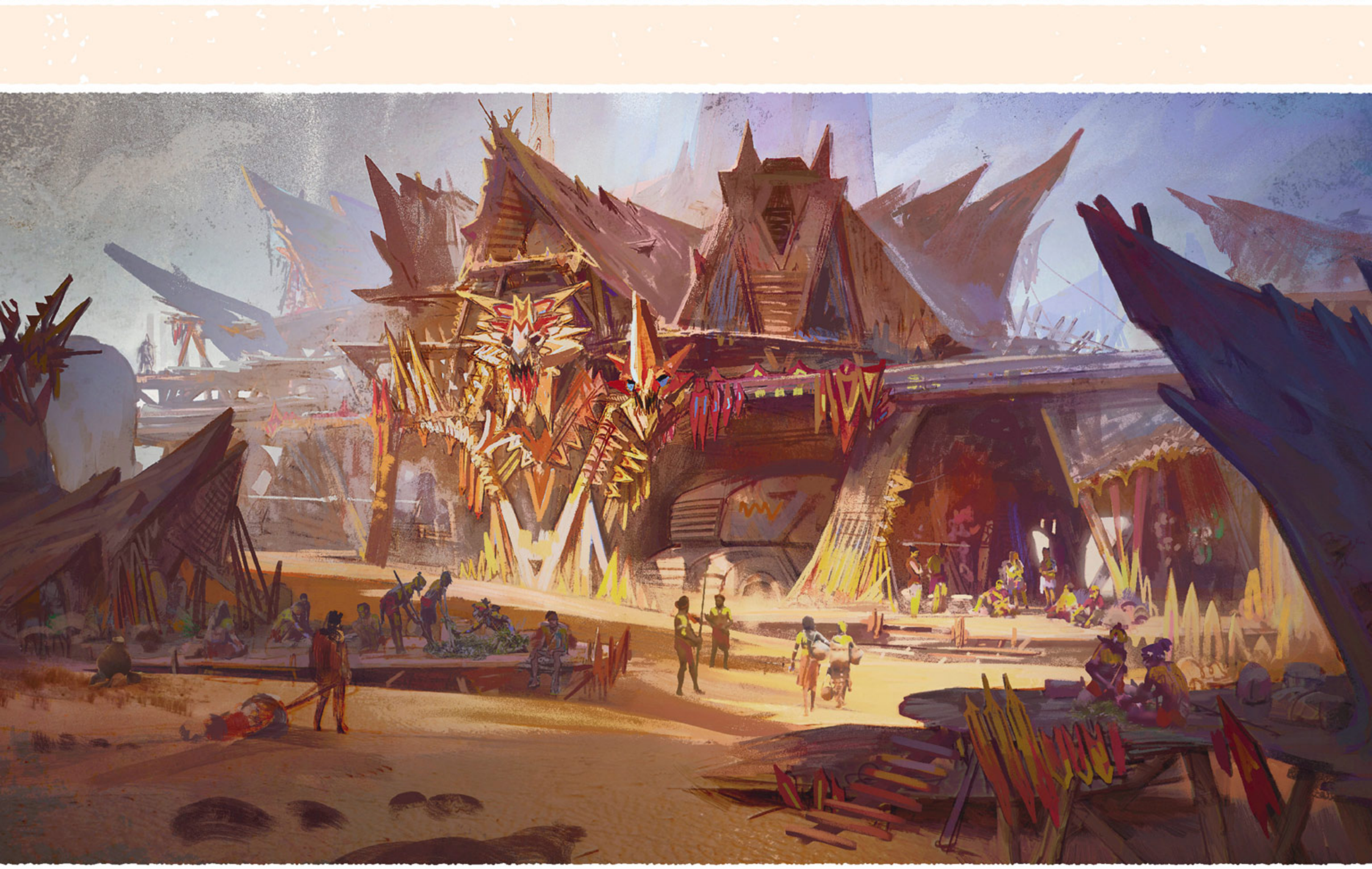
The aggressive nature of the Desert Clan is expressed through their architecture, with every structure jutting outward in jagged points.

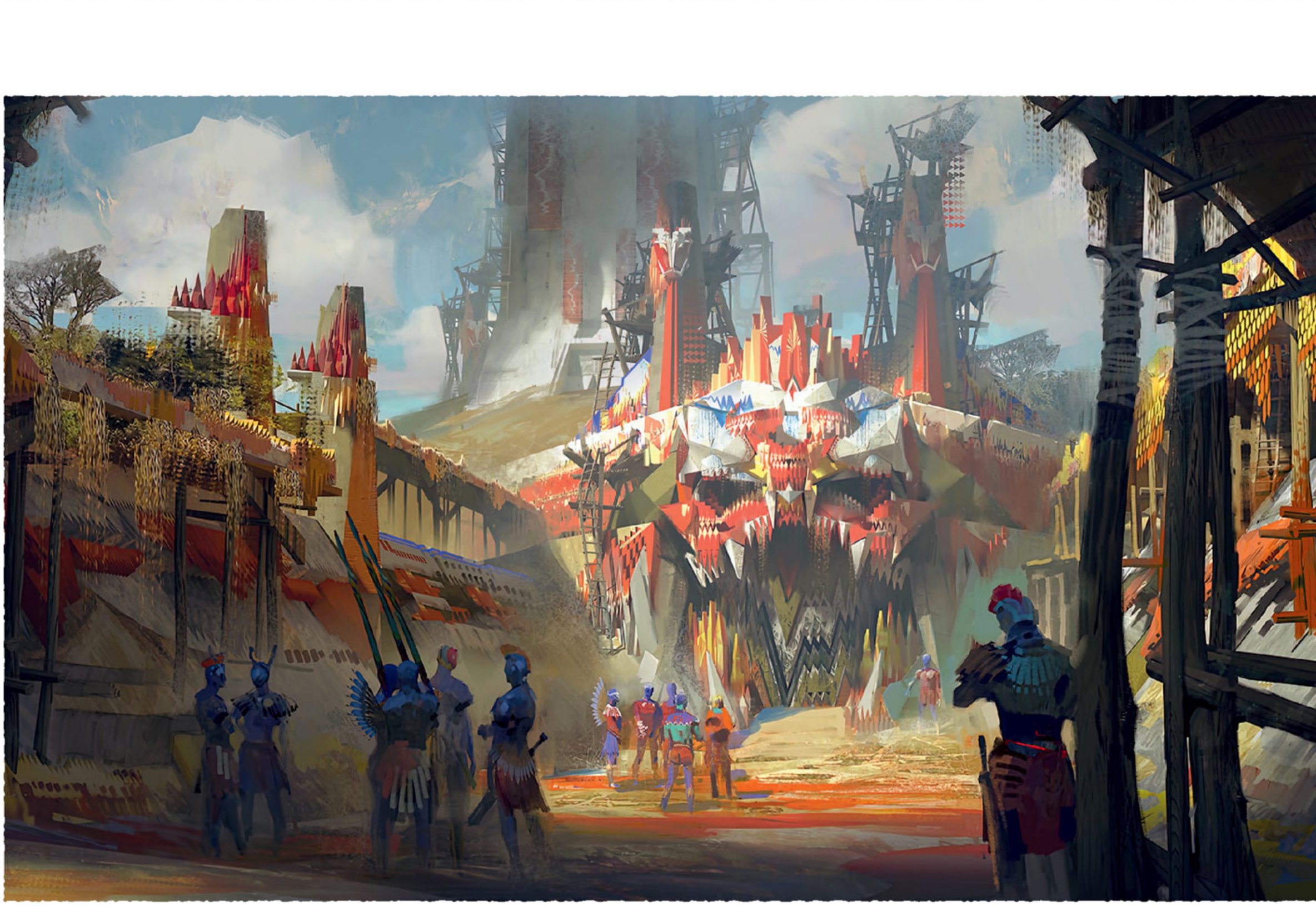


"The visual idea behind Scalding Spear was inspired by a meteor strike. The tower in the middle serves as the meteorite's trail, with the surrounding buildings exploding outward from the point of impact."–*Luc De Haan*

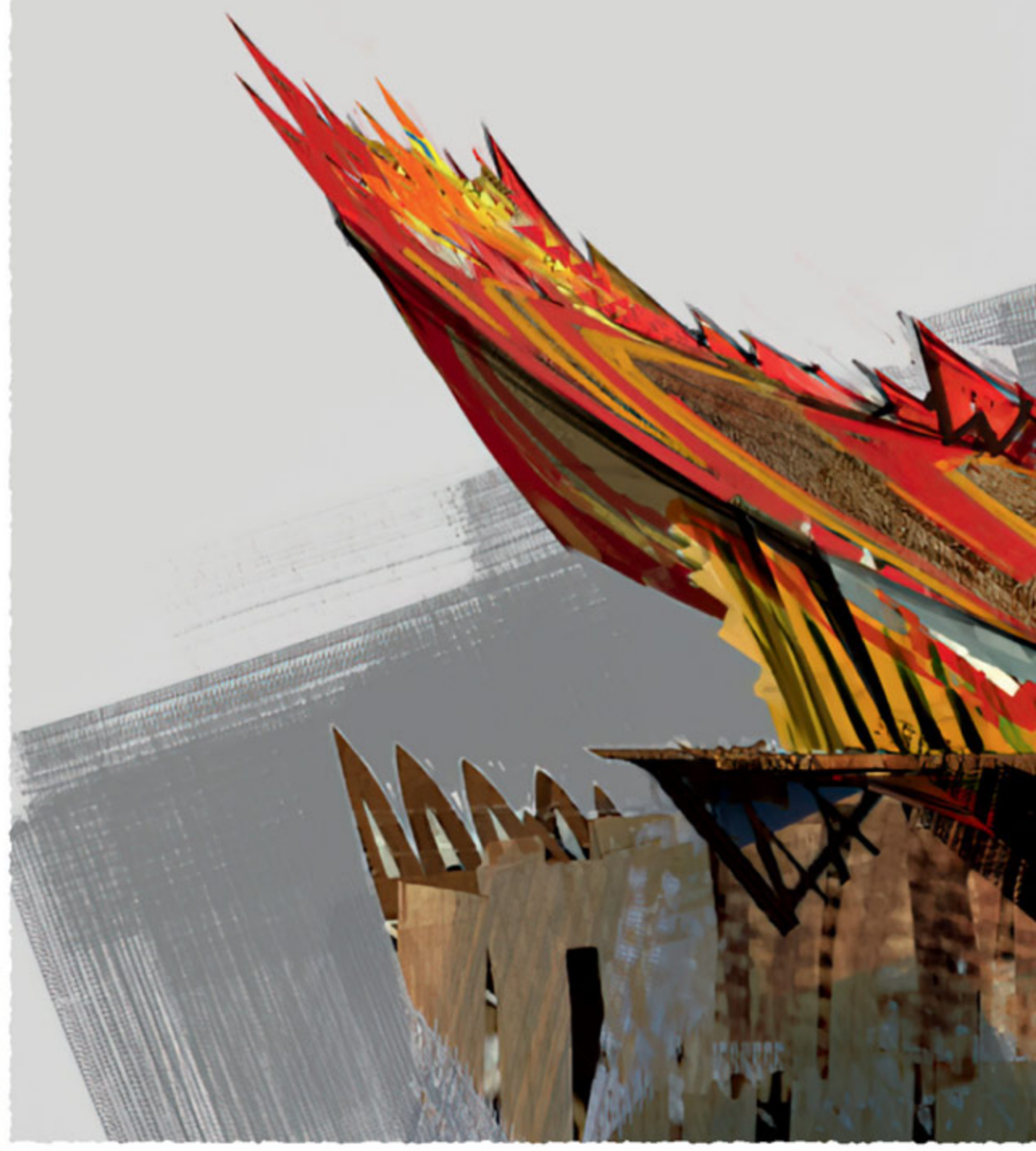








To re-create the look of Desert Tenakth buildings in-game, the assets team painted real foliage and carved into clay and other materials.

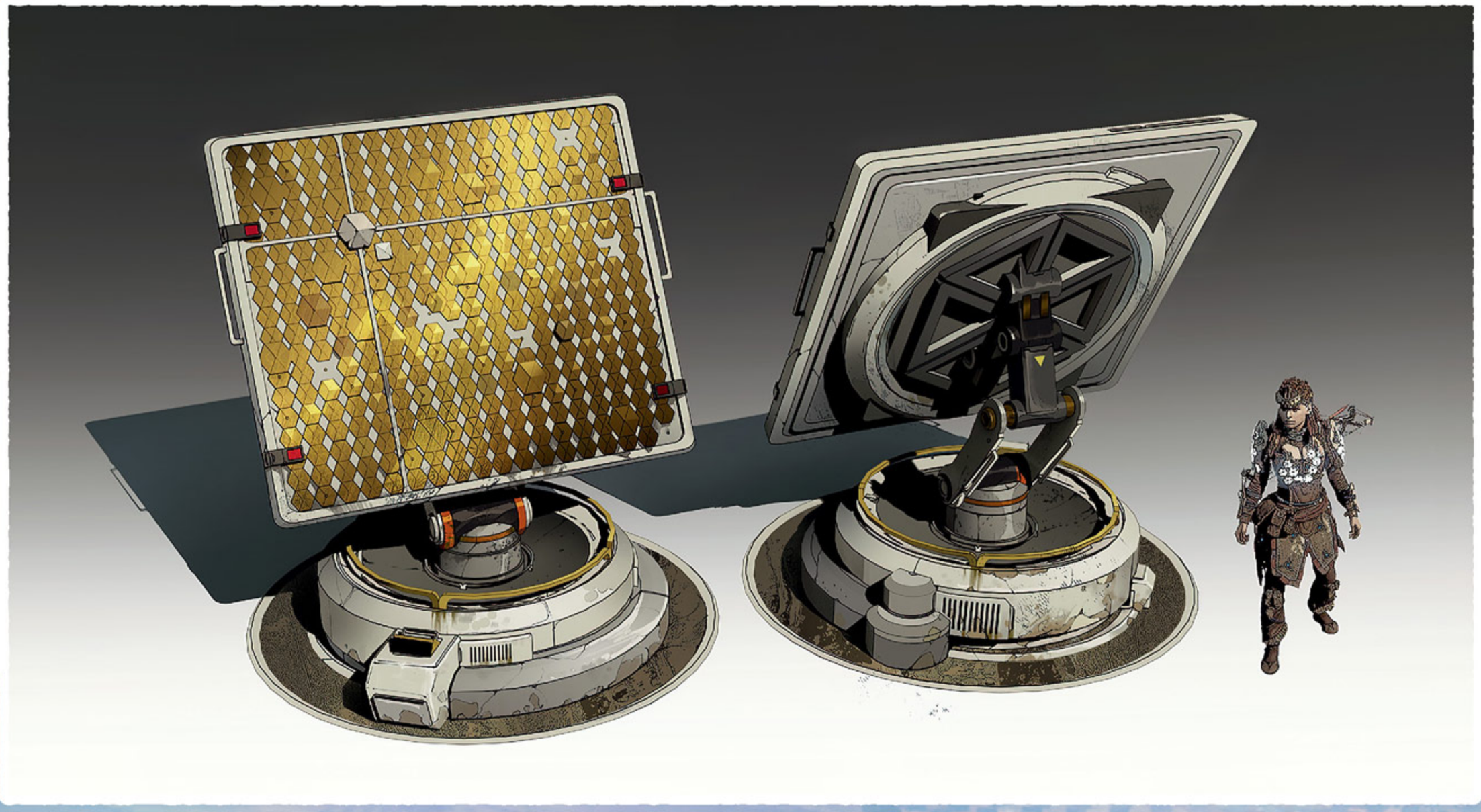


While scarce water supplies threaten most Desert Tenakth, the opposite is true of those who dwell at Bleeding Mark. This settlement by the ruins of an ancient mine site has flooded with stormwater due to the AI AETHER operating unchecked.

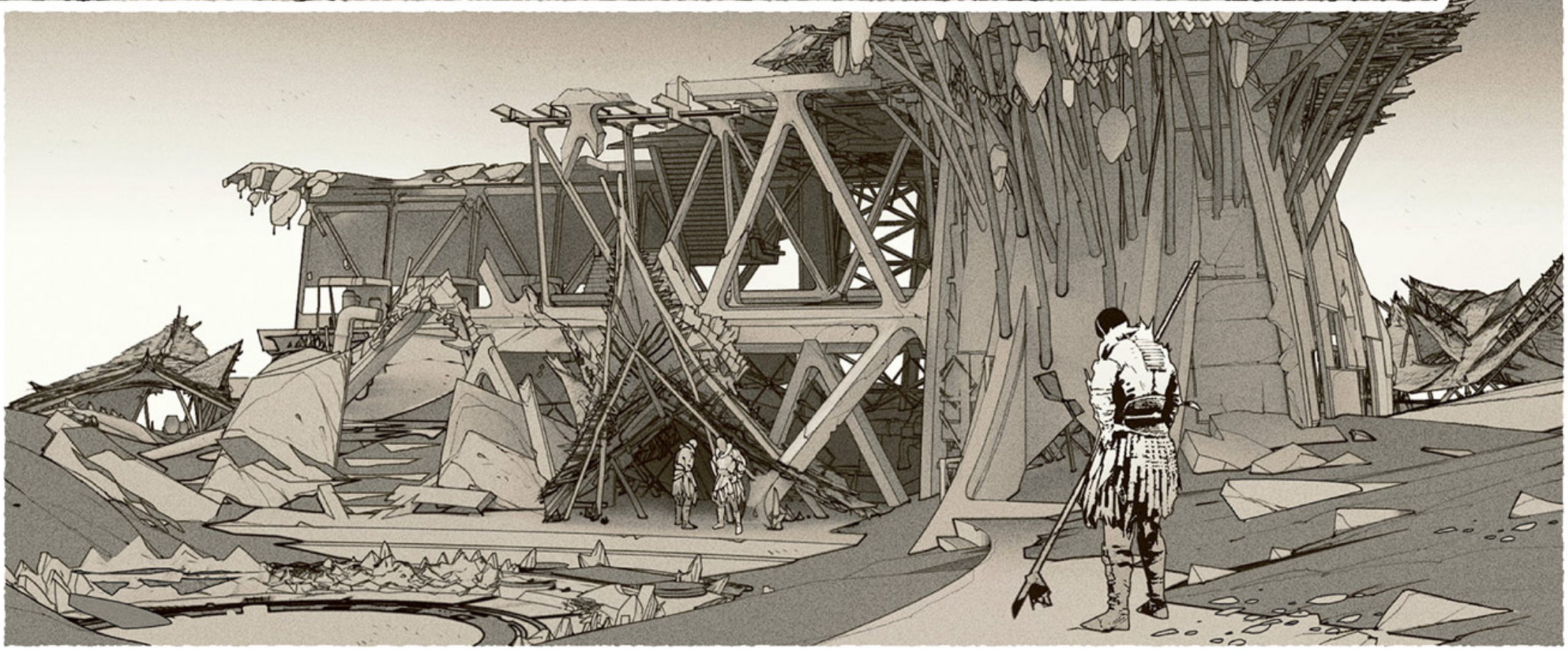
The fabric skirt of the Desert Tenakth is always asymmetrical and adorned with bamboo pins in a way that mimics holographic distortions.

SLITHERSPINE

An enormous combat machine, the Slitherspine presents a deadly combination of speed and physical size. From a coiled stance, it has access to a full arsenal of long-range attacks, including sonic blasts from its hood and streams of toxic Metalbite and scalding Purgewater from its elemental sacs.



The ruins of a concentrated solar power plant were chosen for the Desert Tenakth capital due to their strong defensive capabilities. The high tower allows scouts to watch over the surrounding plains for threats.



DRAKKA

Drakka became the leader of Arrowhand through a mix of hard work and charisma. His people depend on trading machine parts with Scalding Spear for precious water, but recently that supply has run dry. Drakka believes he would make a better leader for the clan than his rival Yarra. While he has good intentions, his desire for power may be driven by a thirst for more than just helping his people.

Made from flax, clay, wood, and machine parts, Desert Tenakth masks mimic the shape of the capital, wrapped with spikes from back to front, and adorned with a pointed top representing their central tower.

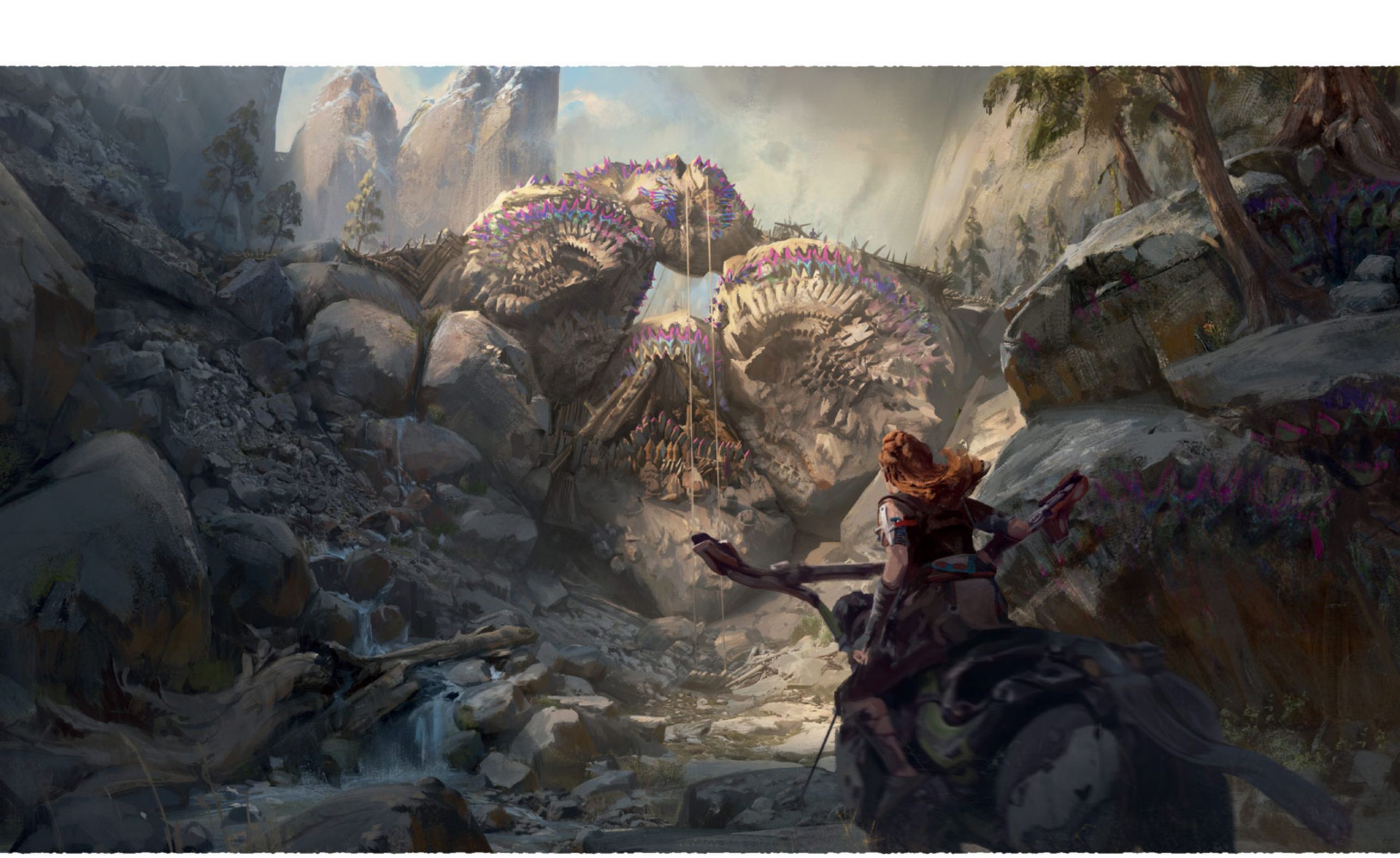
CHAPTER EIGHT

THE SHEERSIDE MOUNTAINS

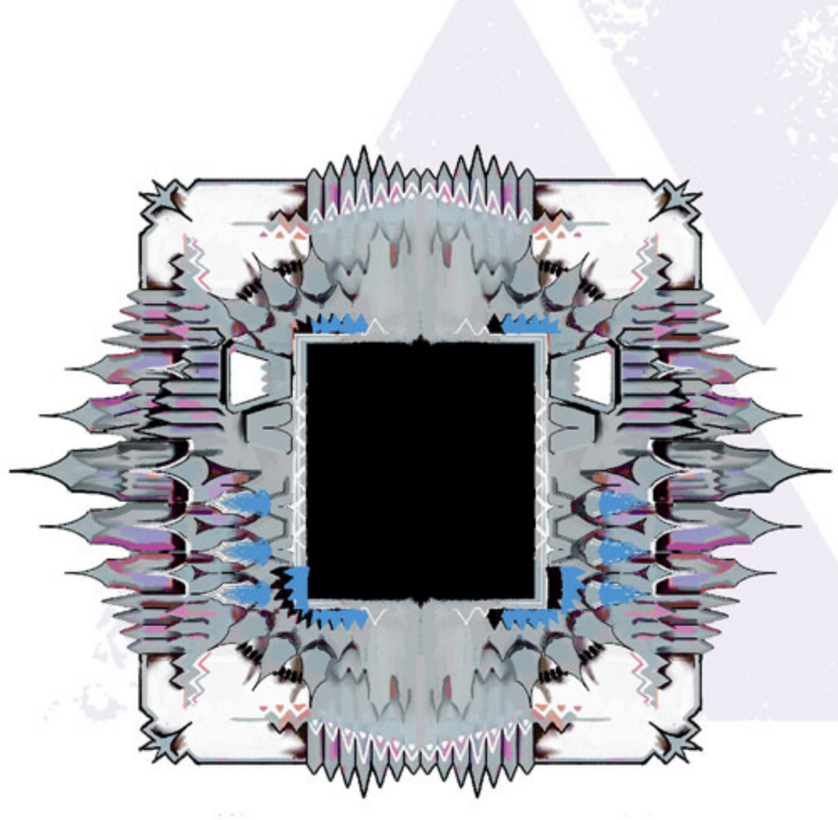
In the era of the Old Ones, Yosemite National Park welcomed millions of visitors every year. Now, outlanders can expect a cold reception from both the cragged terrain of the Sheerside Mountains and the reclusive Sky Tenakth who dwell among the peaks.

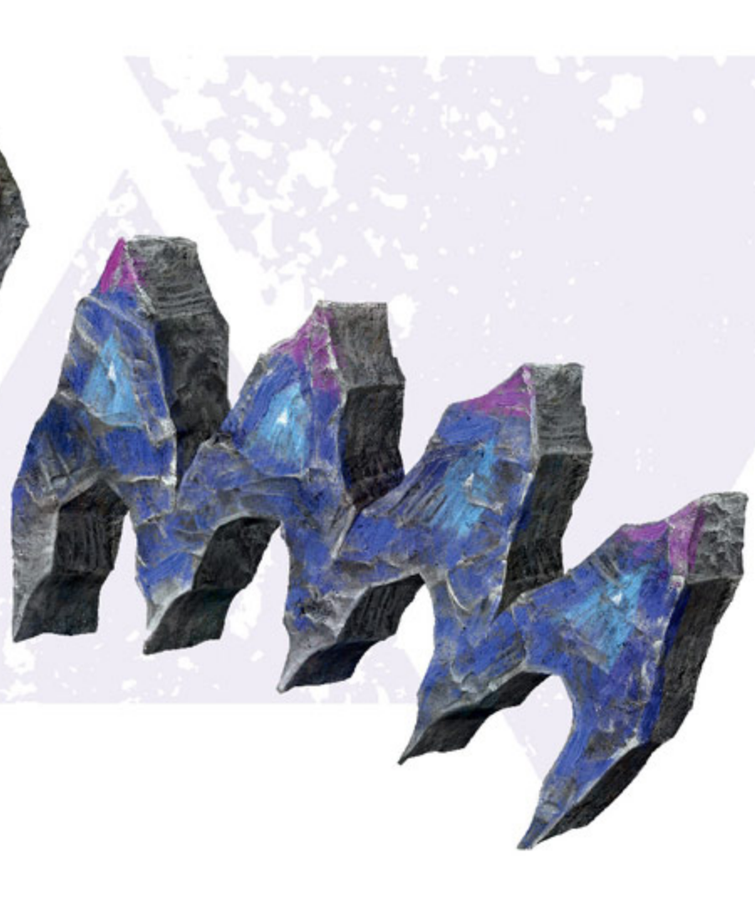
For generations, the Sky clan's reliance on the Bulwark has fostered envy and mistrust from their Lowland and Desert counterparts. This great wall of rock shields the Sky Tenakth capital and is painted with elaborate designs, warding off any who would dare assault their defenses.

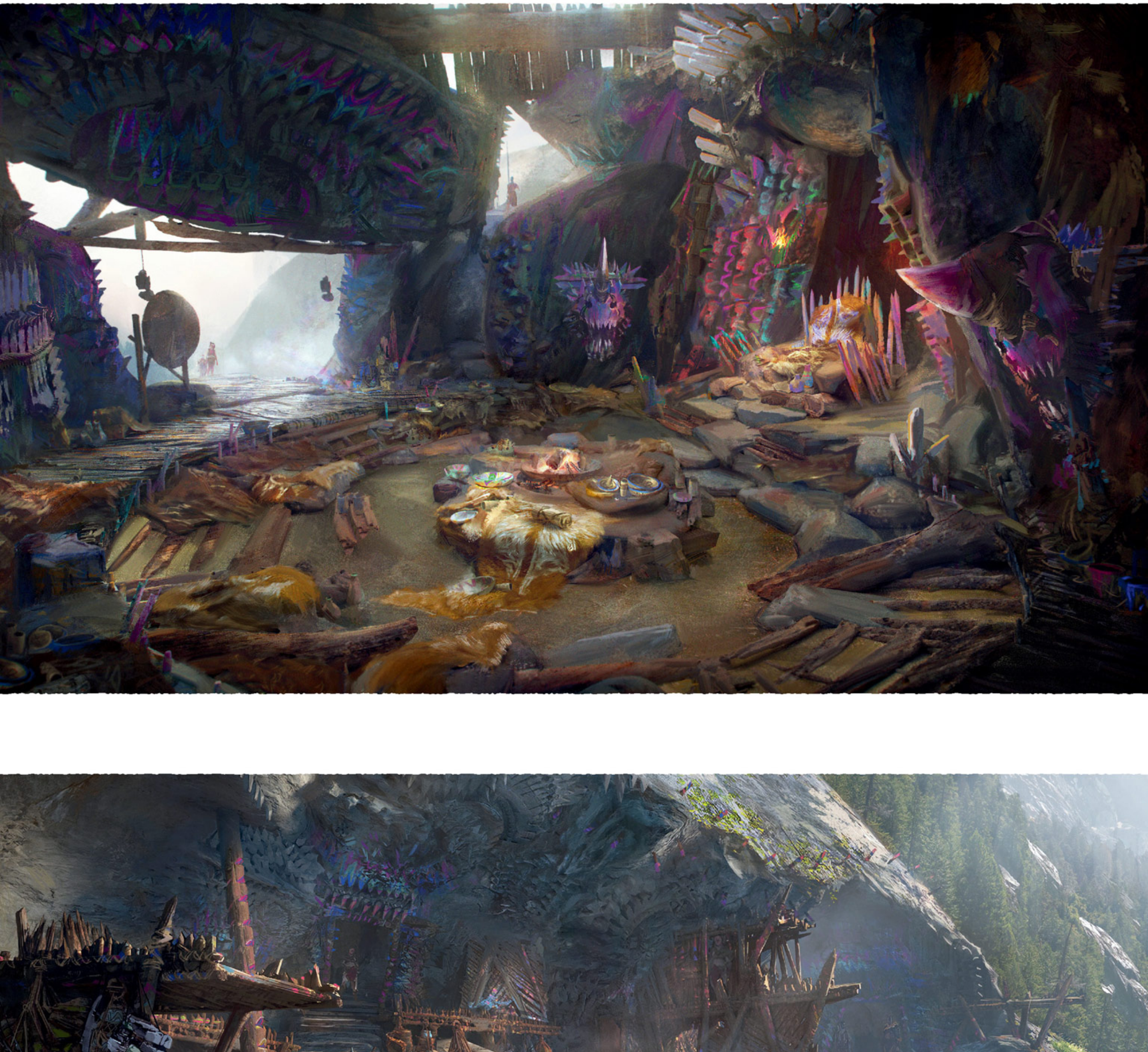
However, their sense of security may be misplaced. Rebel encampments have sprouted up throughout the mountains, and their patrols grow ever more brazen. Worryingly, they appear to be amassing an army of overridden machines. And with enough firepower deployed against it, even the Bulwark could crumble.

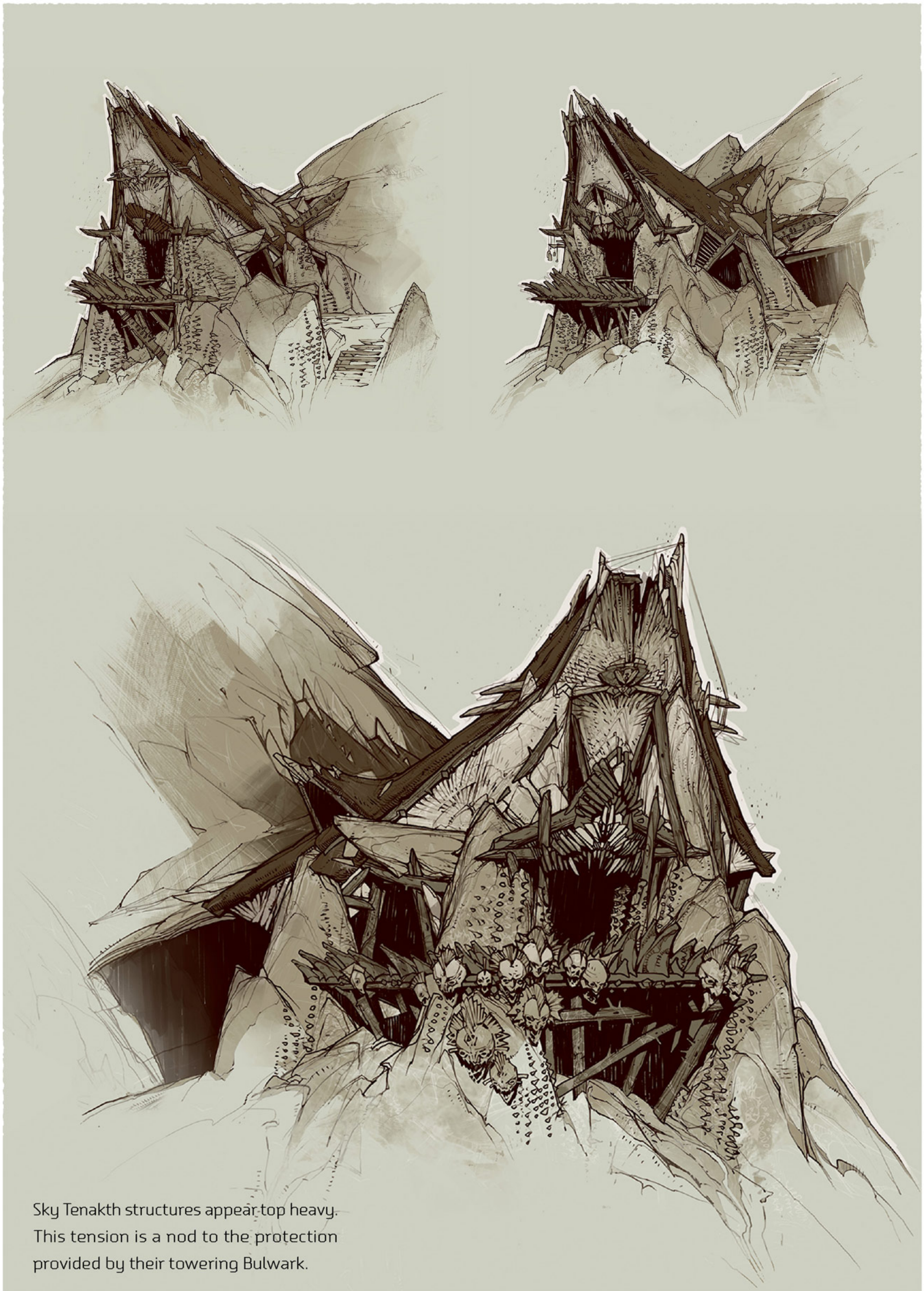


The spikes in the Sky Clan's designs are defensive, always pointing outward to drive away threats.



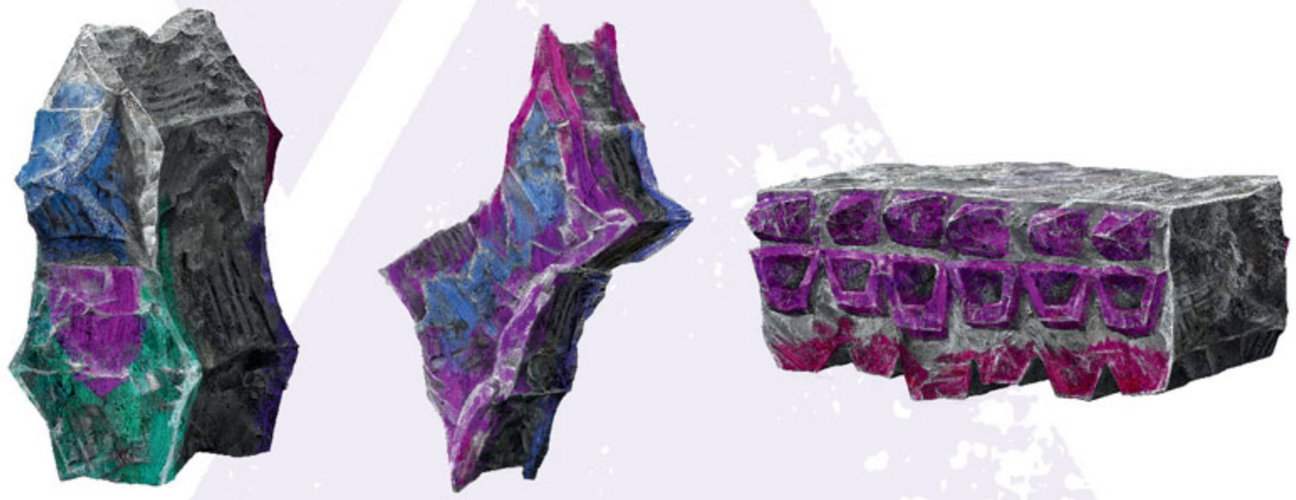






Sky Tenakth structures appear top heavy. This tension is a nod to the protection provided by their towering Bulwark.

The carved cliffs, rocks, and boulders found in the Sheerside Mountains are a showcase of the Sky Clan's presence and might. Wherever Tenakth linger regularly, these markings are present.



Due to the frigid clime of their domain, the Sky Tenakth are the only clan to use pelts in their garments. They shave the fur into jagged patterns inspired by the Memorial Grove's holograms.

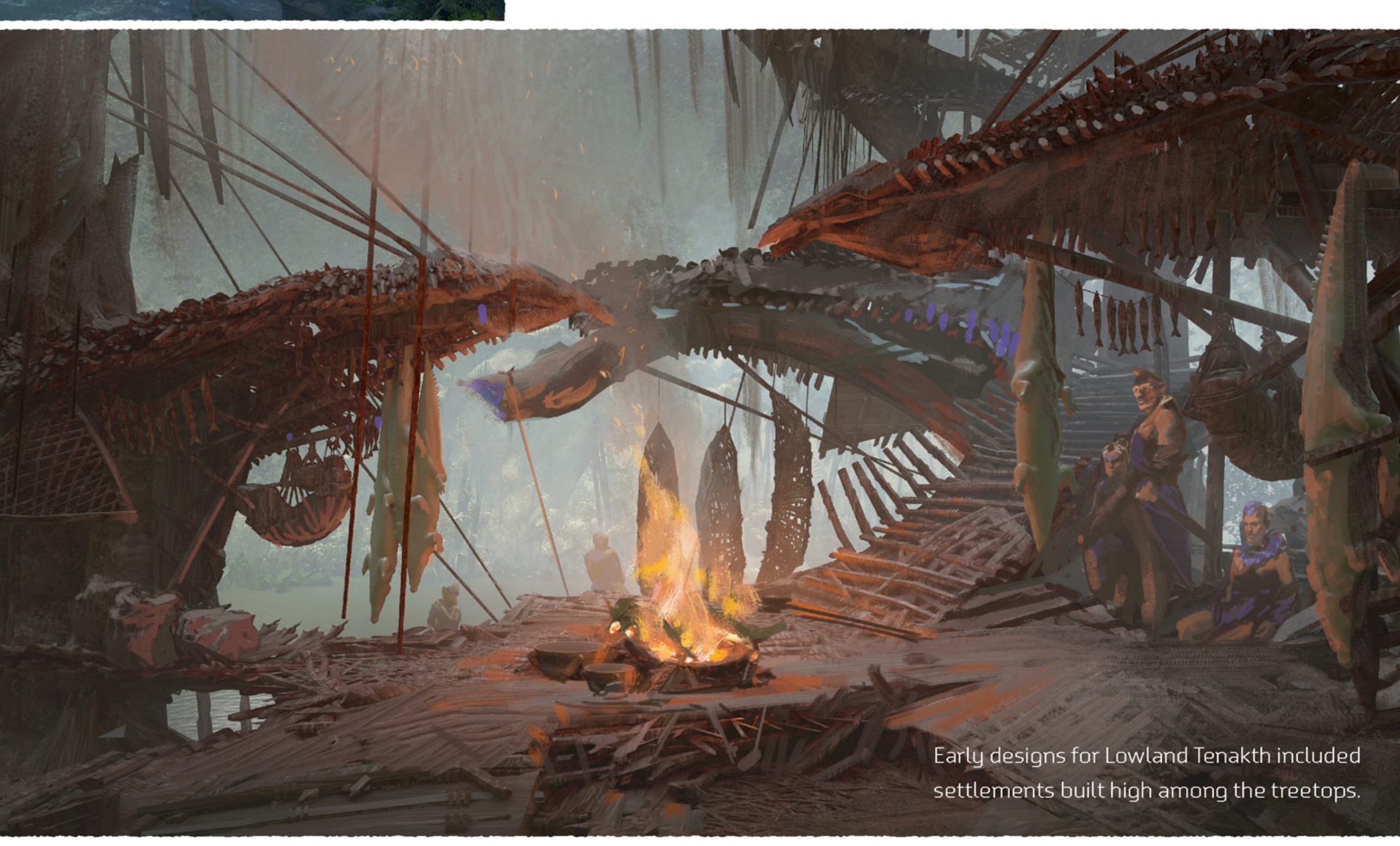
CHAPTER NINE

THE LOWLANDS

Lush jungles spread from the base of the Sheerside Mountains. There, the air is dense and humid, attracting insects and tropical birds, whose flamboyant colors are worn proudly by the clan which commands this territory.

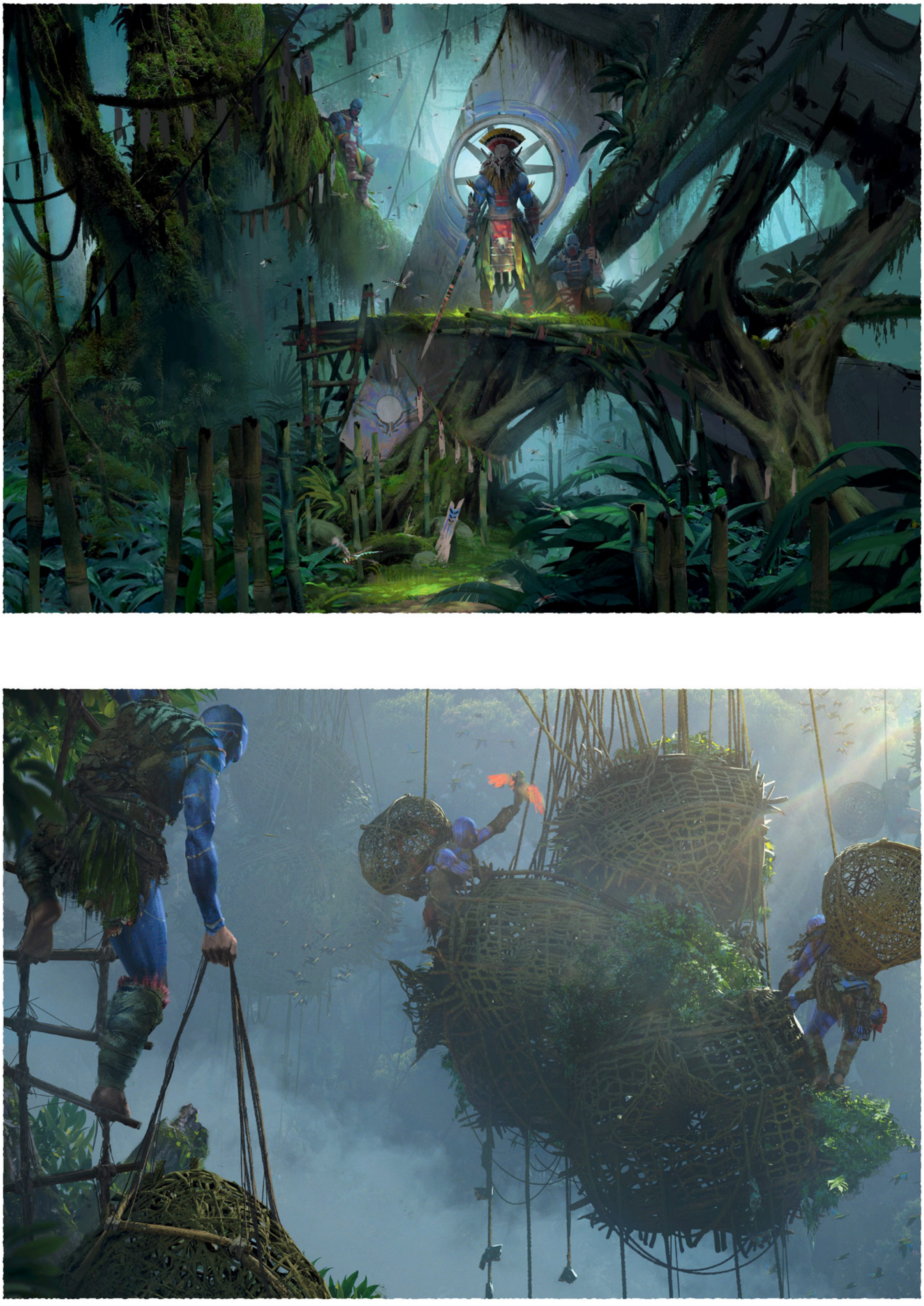
The Lowland Tenakth oversee this domain and depend on its densely wooded expanse for not just sustenance but also defense. Of all the Tenakth, the Lowland Clan are the most strategic, using their natural environment to conceal themselves and ensnare enemies. This is reflected in their art, which favors inward spike patterns akin to a well-placed trap.

Reliance on this territory's plentiful biodiversity comes at a price. It has become a fertile breeding ground for Red Blight and toxic dust, sickening its inhabitants. The river that feeds water to their capital is also polluted by a strange algae that may have more sinister origins.



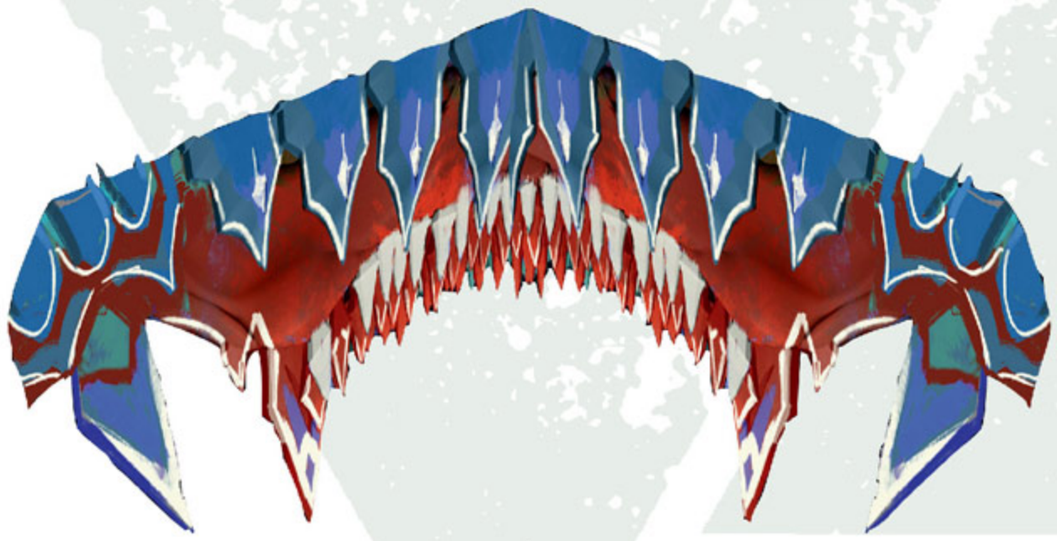
Early designs for Lowland Tenakth included settlements built high among the treetops.

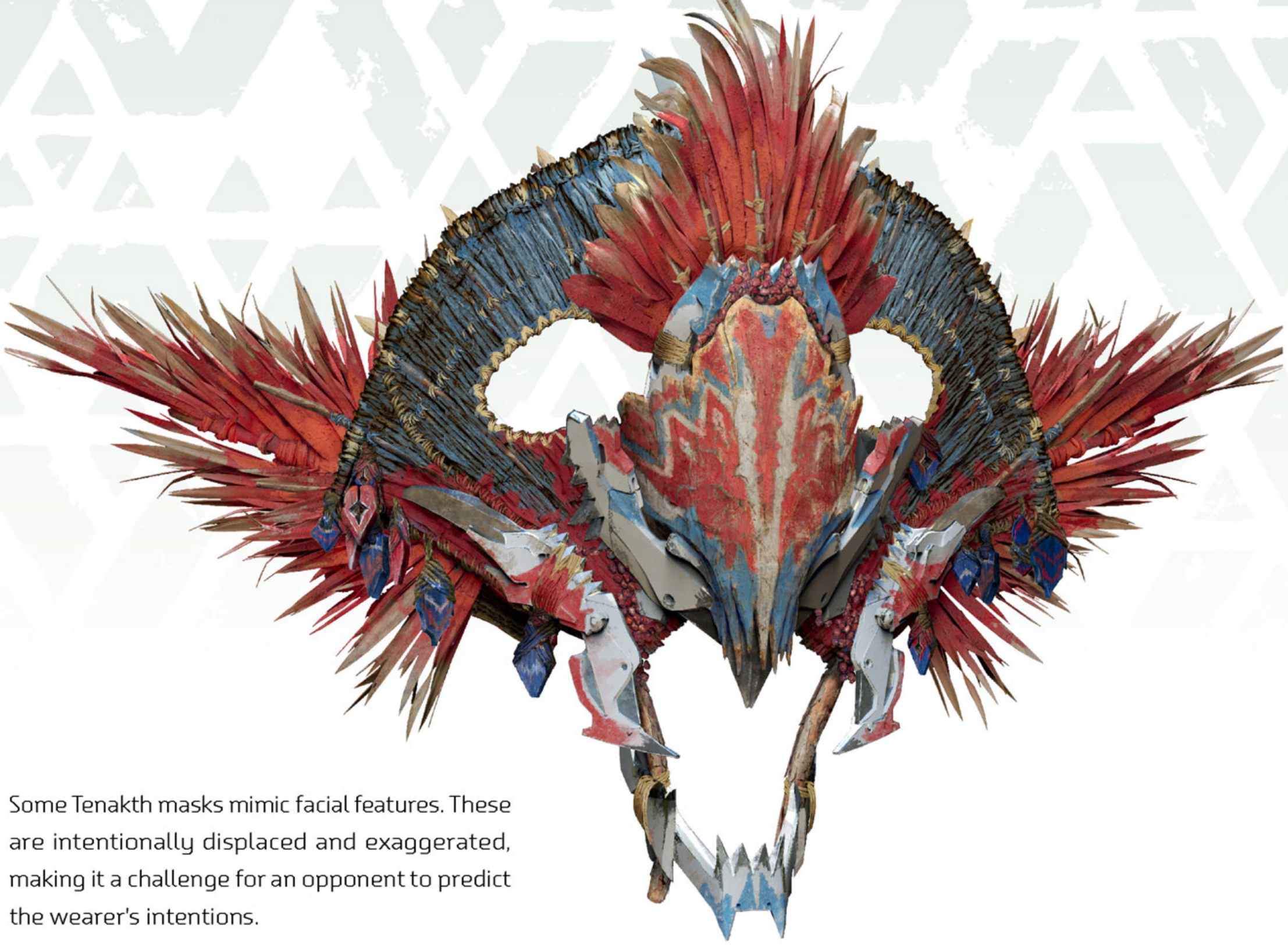
The white, blue, and red colors of the Sky Clan originate from a hologram in the Grove that commemorates Joint Task Force 10's proficiency in the mountainous regions of the Hot Zone.



While their fellow clans seek to repel threats, the Lowland Tenakth lure enemies in. This artwork depicts a concept for a Lowland trap made of machine components strung up with vines.

"Rising water levels played a big part in our development of Tide's Reach. We imagined that while it was built near the coast, this once would have been at the heart of the forest." *–Lloyd Allan*





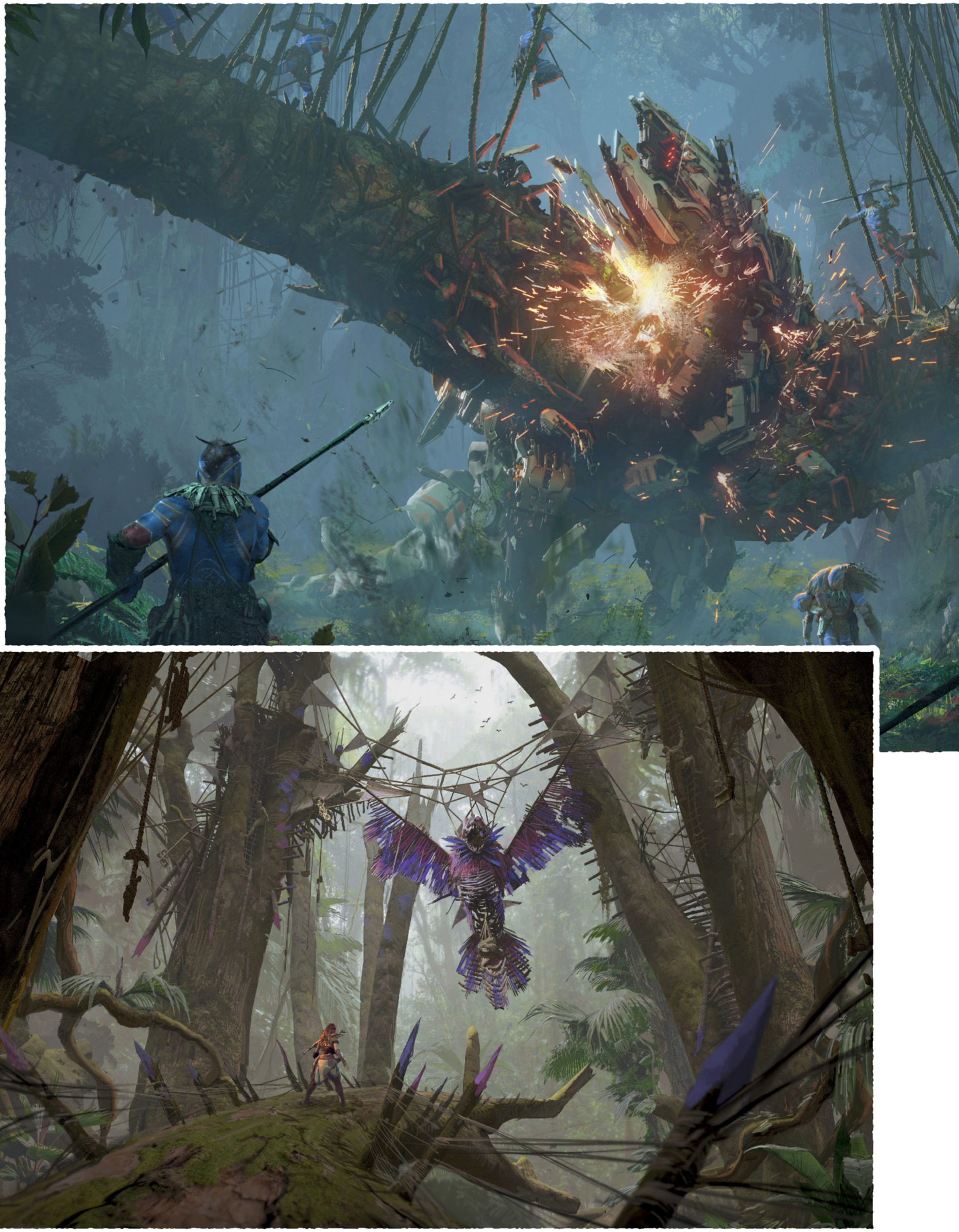
Some Tenakth masks mimic facial features. These are intentionally displaced and exaggerated, making it a challenge for an opponent to predict the wearer's intentions.

DEKKA

Dekka is the honored Chaplain of the Lowland Tenakth. Having survived a long life filled with many great battles, and having seen the suffering war can brings, she supports Chief Hekarro's vision for a united Tenakth and an end to the senseless violence that springs from the clan's disputes. She brings great wisdom to her tribe, offering astute interpretations of the sacred Visions.

SHELLSNAPPER

Shellsnappers are large combat machines that can bury and camouflage themselves in their environment, luring unsuspecting hunters onto their backs with faux berries and flora. Their shells work double duty, protecting their synthetic muscle and operational systems from harm while also converting the energy from enemy assaults into devastating atomic attacks.



CLAMBERJAW

With powerful claws and a dexterous tail, Clamberjaws are fierce and agile scavenging machines that cling to walls easily. Their resource scanners can quickly detect both impending threats and buried resources while shielding their eyes from damage.

CHAPTER TEN

THE MEMORIAL GROVE

Formerly a museum commemorating a historic civil war, the Memorial Grove is the cradle of Tenakth culture. Exhibits depicting the heroic deeds of "the Ten"—a military unit who led a separatist rebellion against government. combat machines—have molded the tribe to value a soldier's mindset above all else.

This influence is central to the Tenakth tribe. Jagged patterns are prolific throughout their art and architecture, drawing inspiration from oscillating glitches in the museum's holograms. The Kulrut, a proving ceremony for only the greatest warriors, takes place in the very crater left behind by the Ten's tragic final battle.

The impact echoes a thousand years on. For the first time in generations, the three clans of the Tenakth stand together, united by Chief Hekarro and inspired by the Visions that linger in these hallowed halls.

The Memorial Grove is the Tenakth's most sacred site. In the time of the Old Ones, it was a museum commemorating Joint Task Force 10 (JTF-10), a group of elite soldiers who led separatist offensives during a civil conflict known as the Hot Zone Crisis.

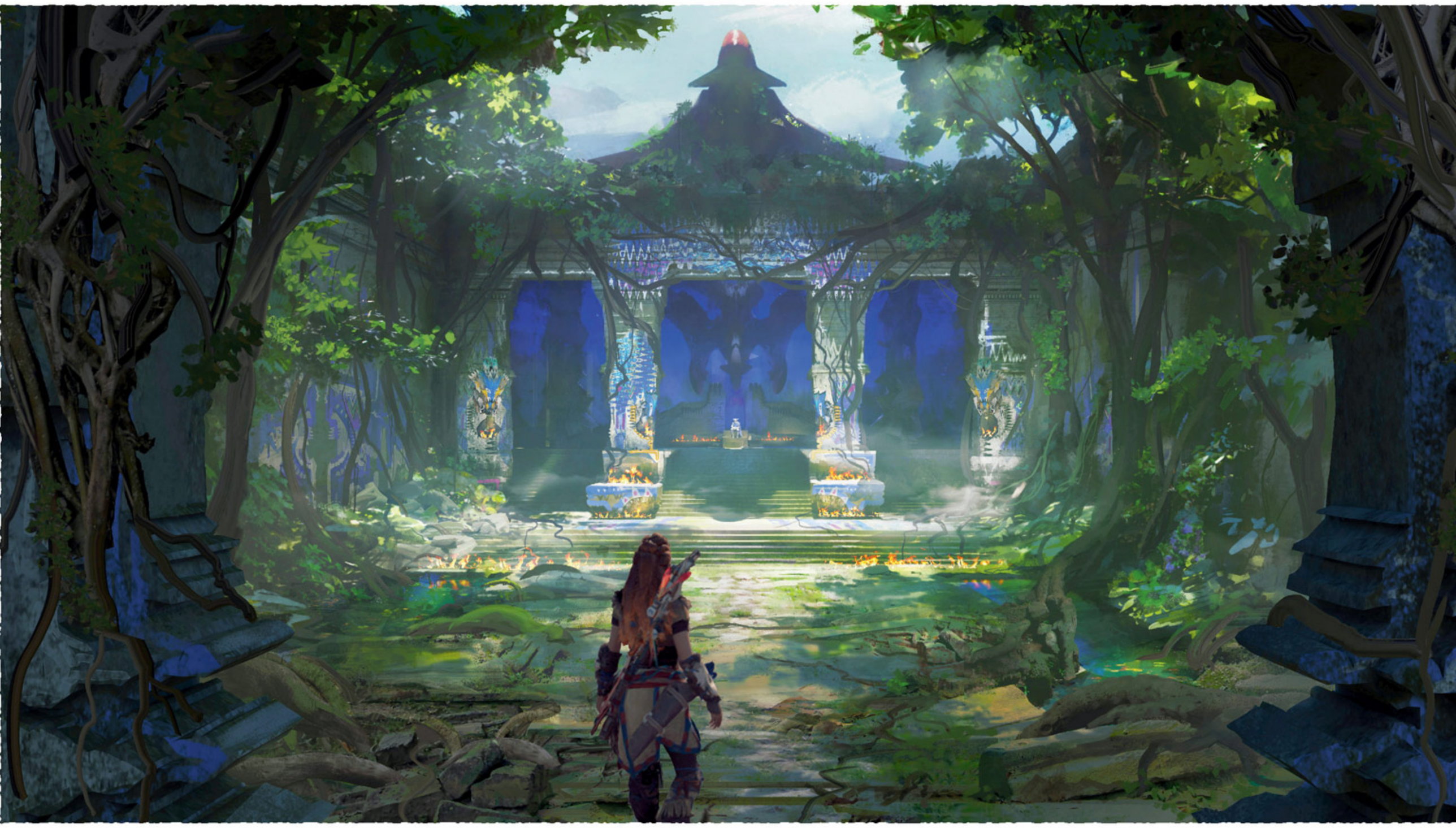
JTF-10 relied heavily on air-based combat in their ancient war against government machines. Because of this, the Tenakth see flight as a sacred rite, often referencing "the Wings of the Ten."

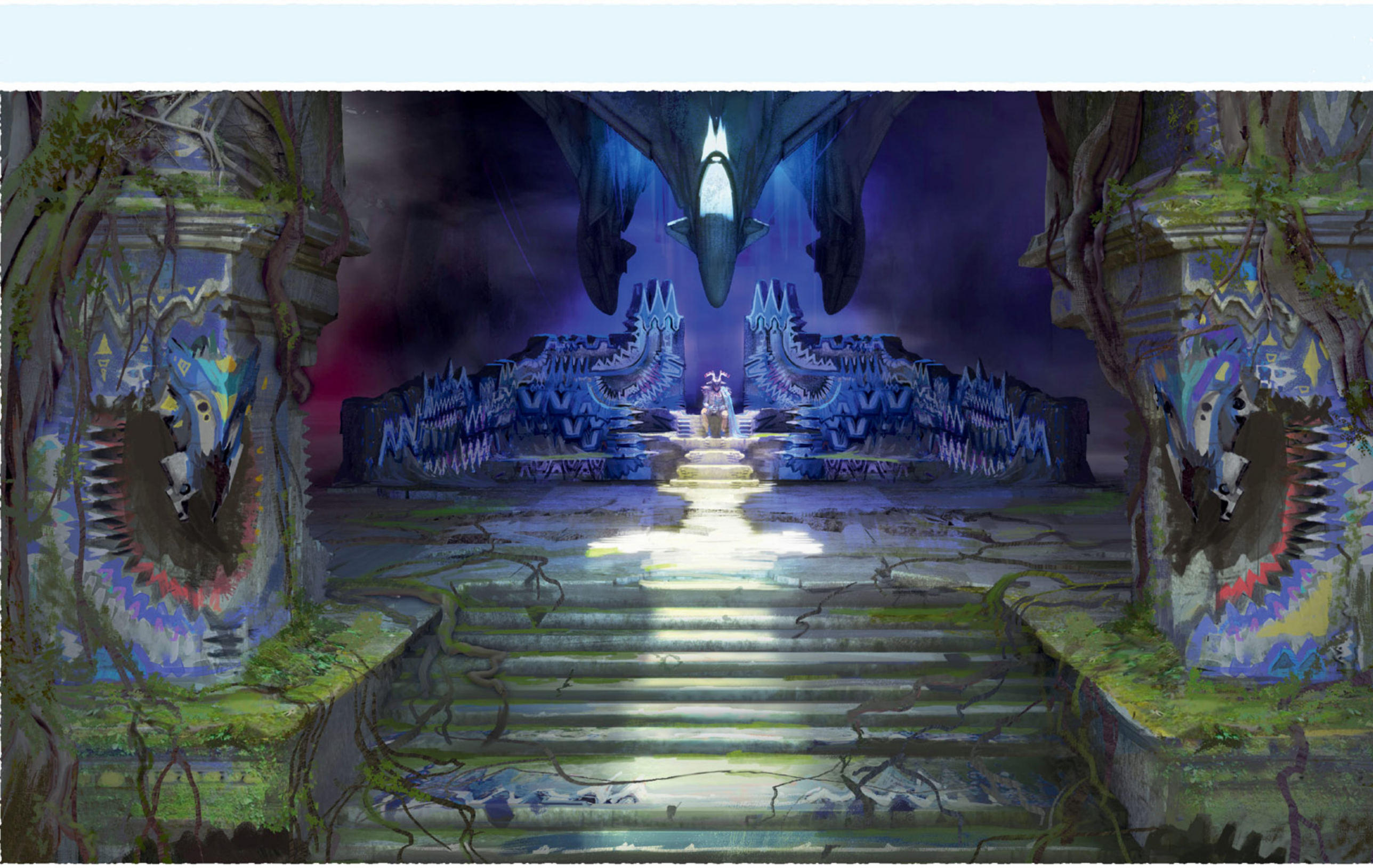
Over time, the holograms depicting the heroic acts of JTF-10 have been distorted.
The shapes of these corrupted 'Visions' are present throughout Tenakth design.

The crater at the heart of the Memorial Grove serves as the Tenakth's most esteemed combat arena. However, they have limited knowledge of the ancient battle that created it.

HEKARRO

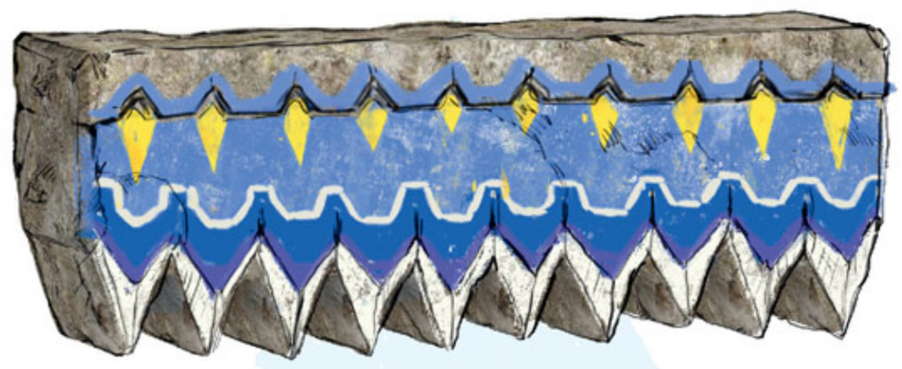
For centuries, the Tenakth clans fought for control of the Memorial Grove. Chief Hekarro, a fearsome warrior and great leader, finally sought an end to this bloodshed. On the day he seized the Grove, he was met with an ancient vision, which he interpreted as a call to unite the tribes and appoint a league of Marshals to keep his new peace.

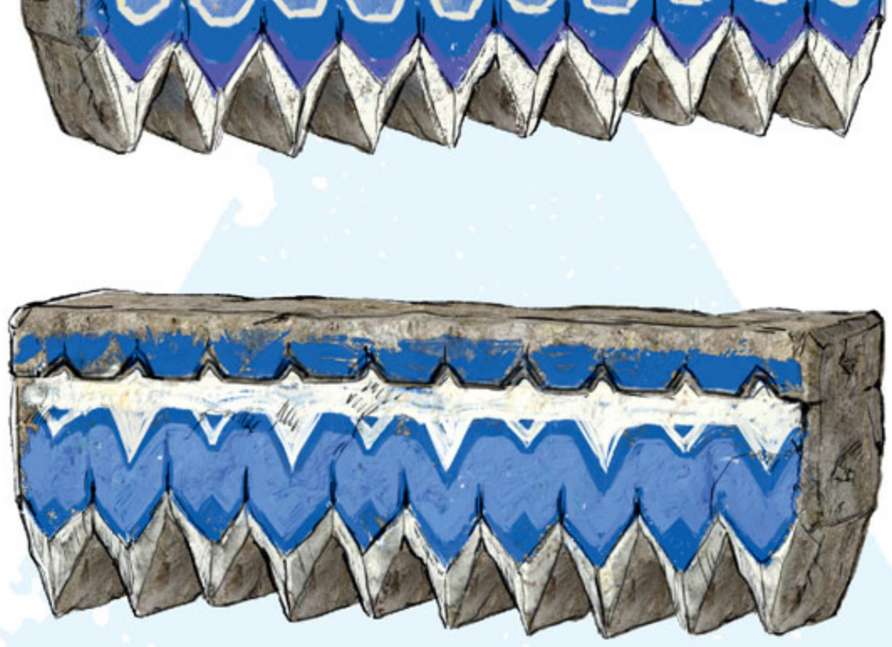


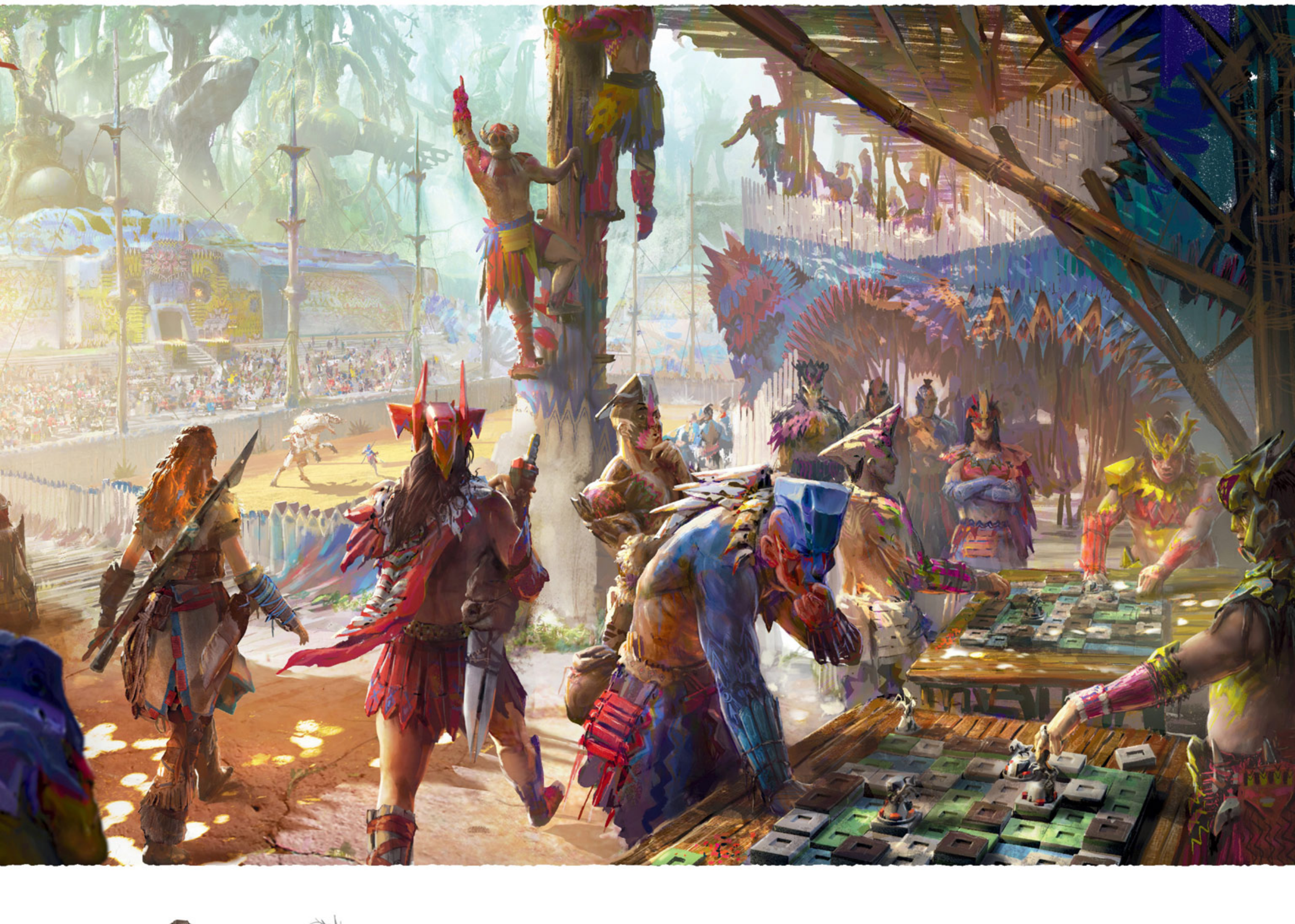


KOTALLO

Behind the Sky Clan's impenetrable Bulwark, Kotallo was raised as an imposing warrior, eventually earning a place among Chief Hekarro's peacekeeping Marshals. While bravely guarding an Embassy held between the Tenakth and the Carja, Kotallo was maimed by a rebel machine, losing his arm. In a culture where physical prowess is valued above all else, Kotallo seeks to master his new condition and continue to fulfill his duties.





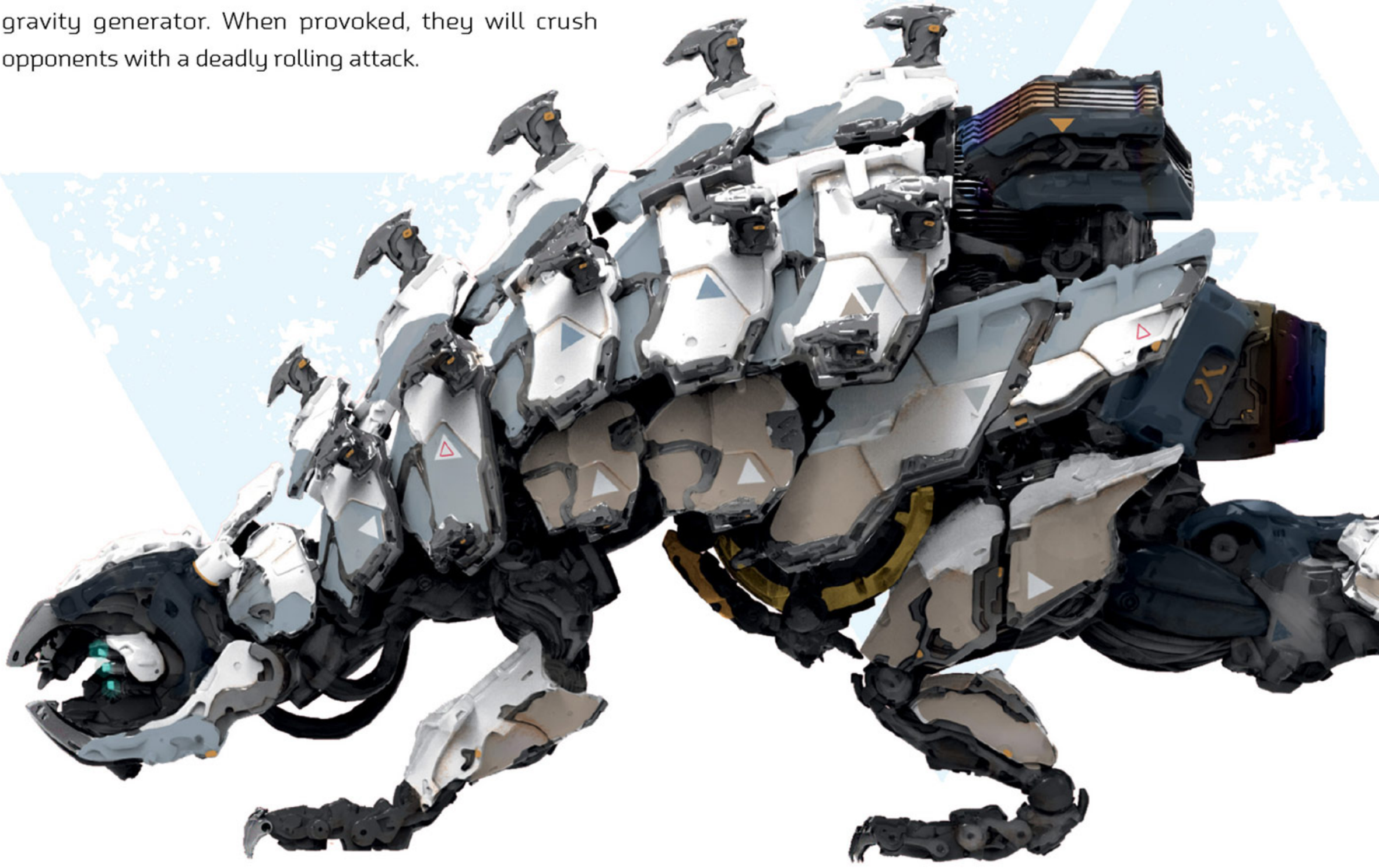


"Inspired heavily by JTF-10's military culture, Tenakth soldiers carry their deeds visibly through pictographic tattoos that tell stories while also communicating rank within the tribe, an analogue to medals and stripes in the ancient armed forces." *–Luc de Haan*

Upon being selected to join the Marshals, a Tenakth will abandon the colors of their clan and take up Chief Hekarro's signature yellow and blue.

ROLLERBACK

Rollerbacks are medium-sized transport machines, heavily armored to protect the precious resources they carry. If the metal plates that cover their body are shot off, they can be quickly reattached by the machine's gravity generator. When provoked, they will crush opponents with a deadly rolling attack.



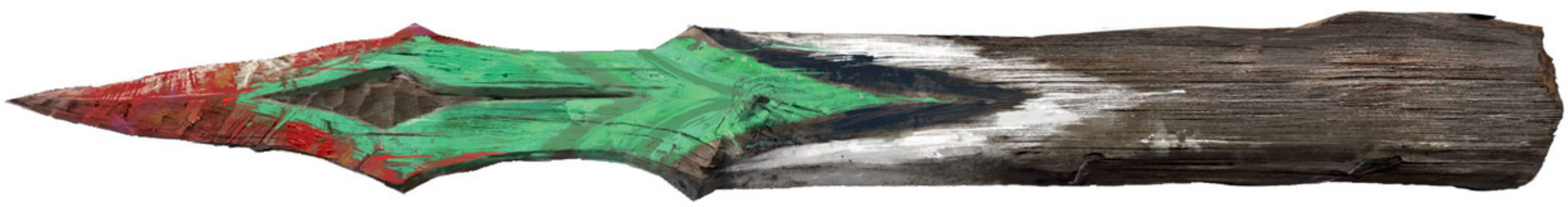
CHAPTER ELEVEN

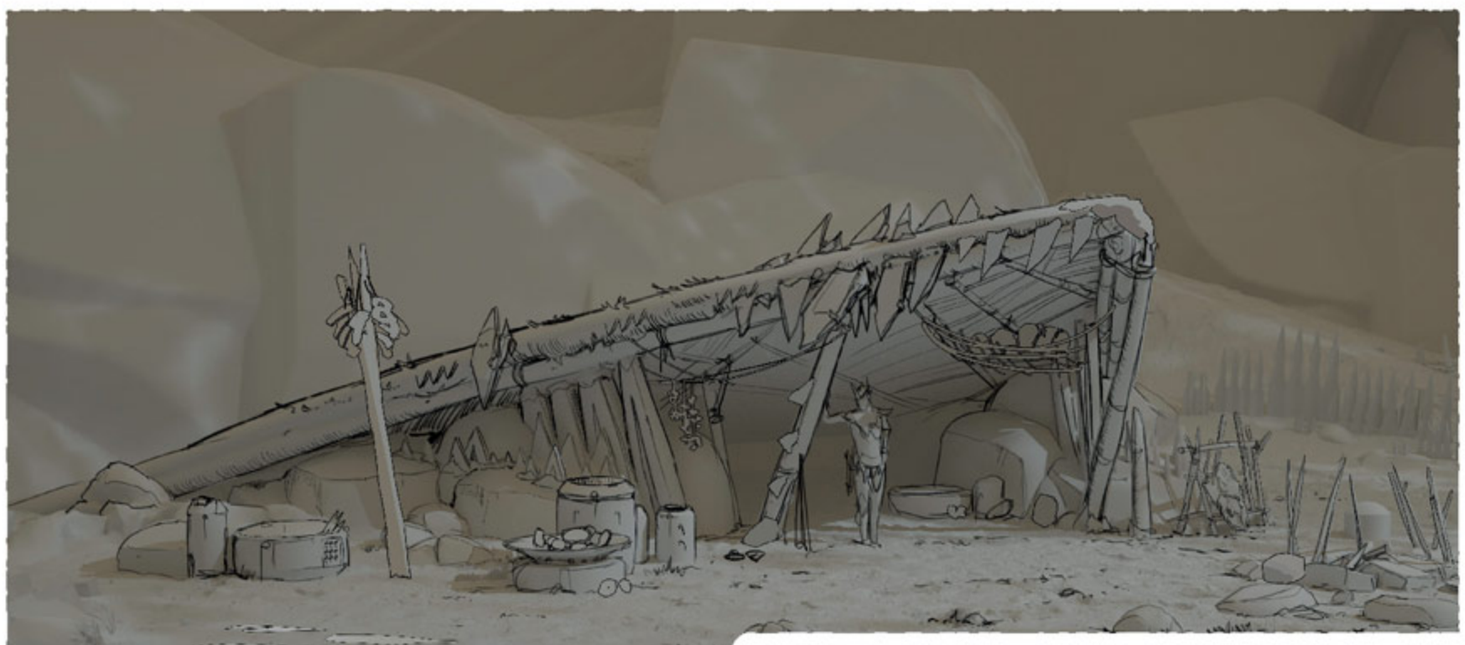
REGALLA'S REBELLION

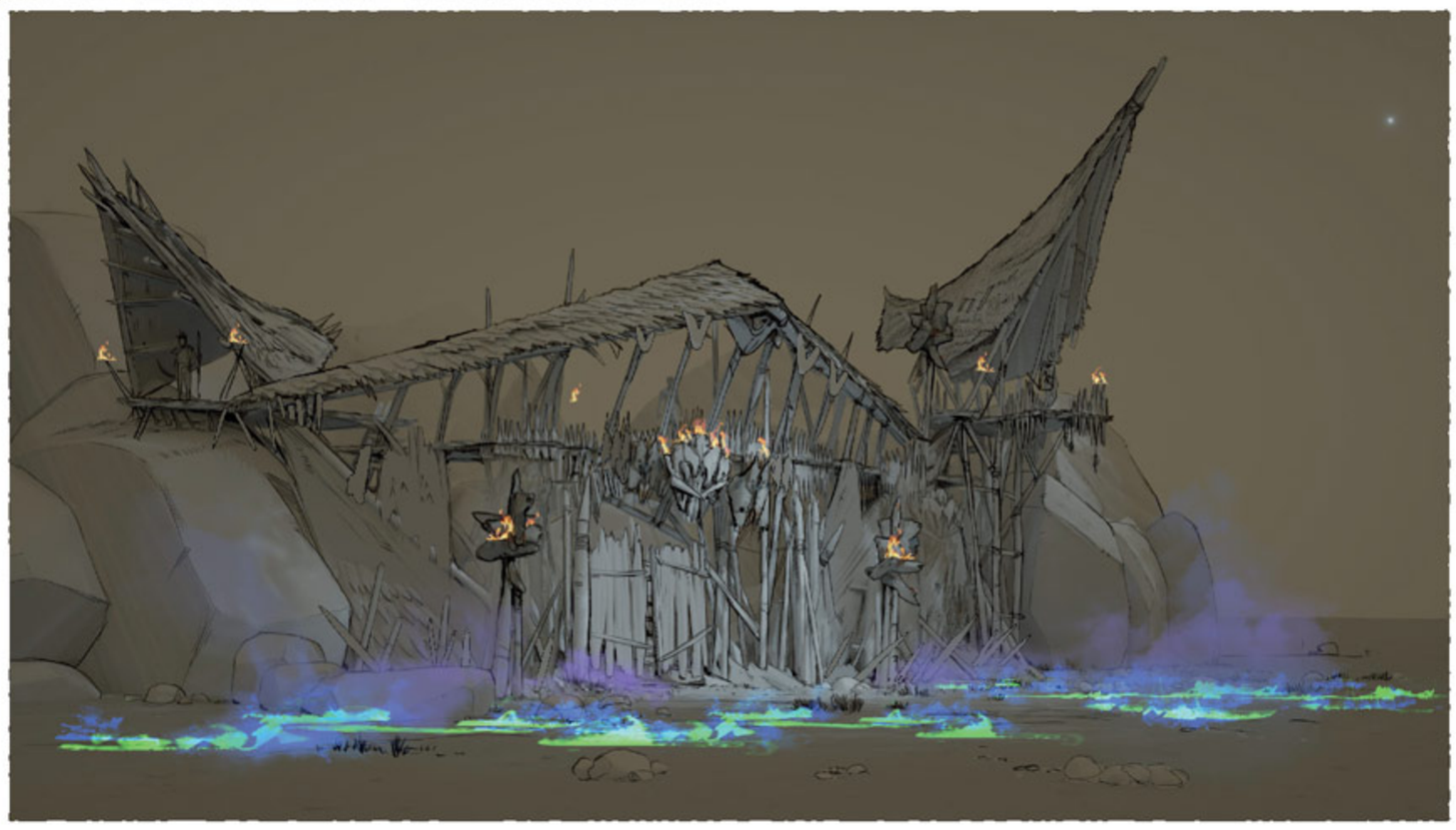
Once a Marshal tasked with keeping peace between the clans, Regalla now leads an insurgency across Tenakth territory and No Man's Land. She hopes to dethrone Chief Hekarro and unite the clans in a great war against the hated Carja Sundom.

Her rebels will stop at nothing to achieve their goal. Some are spurred on by memories of bloodshed during Sun-King Jiran's Red Raids. Others simply wish to revel in the glory of the fight and to mark their skins with tattoos depicting their victories. Camps and outposts serve as the rebels crude barracks throughout the Tenakth lands. The inner workings of these bases warn of the group's destructive intentions. Barrels of explosive Blaze and other munitions are piled high. They are patrolled by overridden machines provided by a mysterious group known as the Sons of Prometheus. Why this band of Oseram is arming the rebels and where they have obtained override technology remains unknown.

"We imagined that Regalla's rebels would be seeking valuable resources to fight their war. And so Devil's Grasp is this camp built around the corpse of a Horus that's being stripped for useful parts."—*Lloyd Allan*

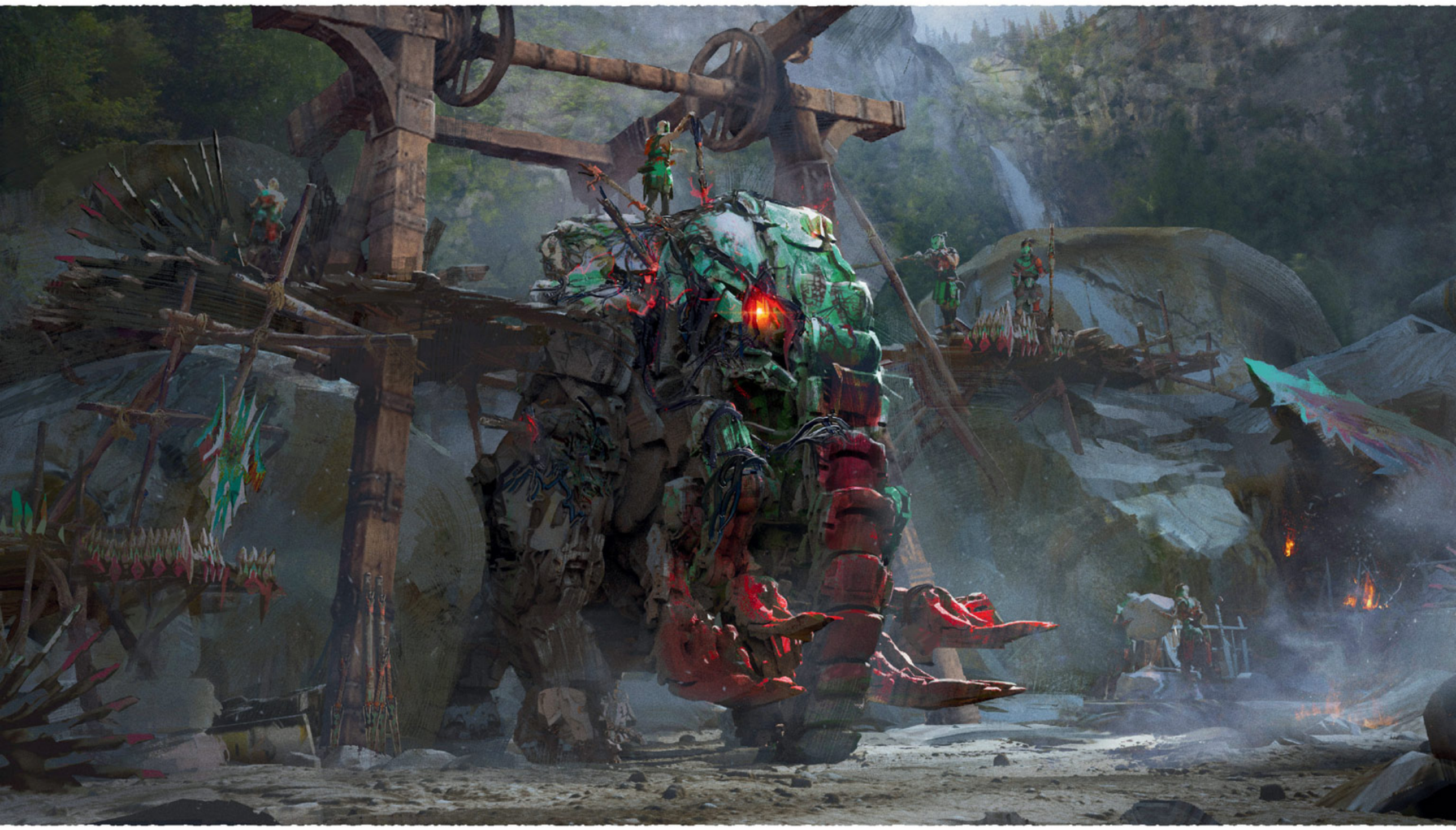






TREMORTUSK

Tremortusks may be slow moving, but these enormous combat machines more than compensate for their speed in sheer firepower and thick armor plating. Multiple back-mounted salvo cannons allow them to fire withering blasts in many directions, while their large razor-sharp tusks make them deadly at close range.



Regalla's rebels wear armor that shows their allegiance lies with her, but when these green and red plates are shot off in combat, they reveal the tattoos of the rebel's original tribe beneath.

"Because Regalla's rebels are a brutal subsection of an even more brutal tribe, they needed an instrument capable of instilling fear in their enemies as they charge. This war horn was made in collaboration with character concept artists, and it would be worn by a heavyweight rebel."—*Glenn van Driel*

REGALLA

Once one of Hekarro's deadliest Marshals, Regalla hoped her chief would send the tribe's united clans to wreak vengeance on the Carja for their bloody Red Raids. When Hekarro instead established peace with the new Sun-King, Regalla was outraged. She has amassed a force of rebels throughout the Tenakth lands, seeking to take control of the clans and attack the Sundom.

"We had this idea that deep inside a mountain, Regalla's rebels were working with the Sons of Prometheus, stripping parts from ancient war bots, building new weapons for their own war."—*Lloyd Allan*

"The Sons of Prometheus camp was intended to feel ominous, so the player would know they are entering the belly of a beast."–*Lloyd Allan*

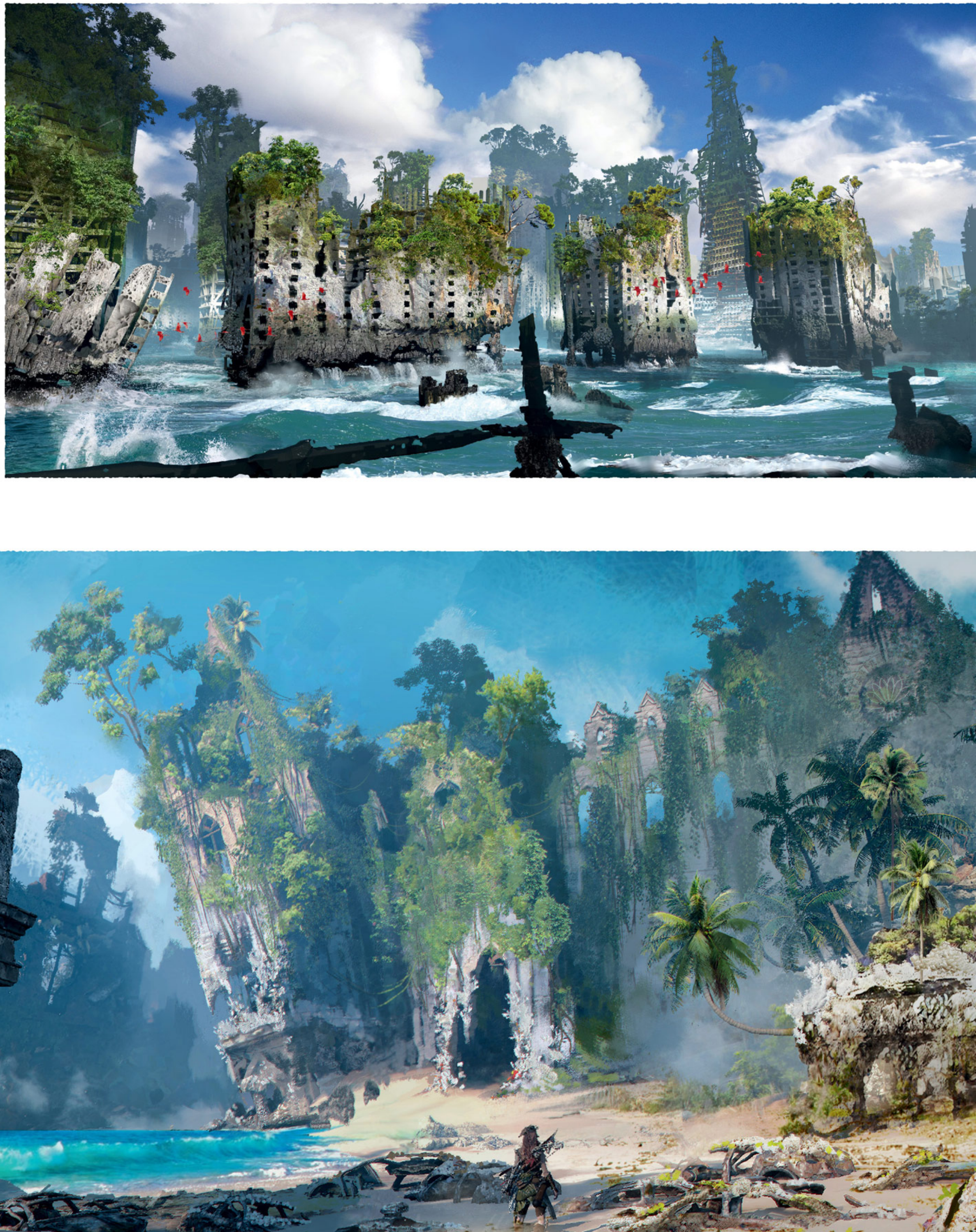
CHAPTER TWELVE

THE ISLE OF SPIRES

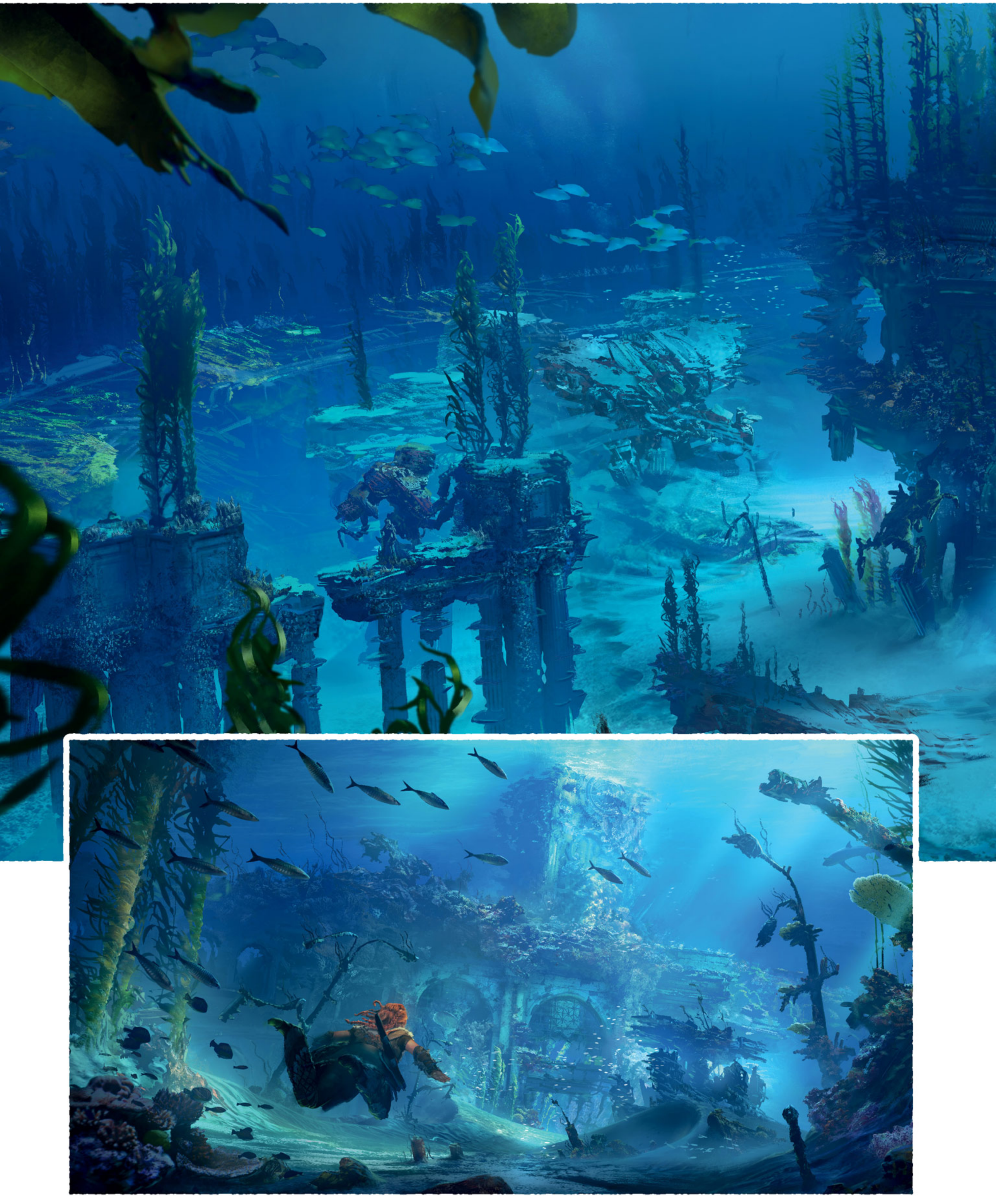
The ruins of San Francisco rise from an archipelago off the western shores of the Lowlands. The remnants of a handful of the city's towers still stand. Their collapsed walls are overgrown with tropical flora and patrolled by some of the Forbidden West's most lethal machines.

Seeking ancient knowledge, a Quen expedition has made landfall among the Isle of Spires. This seafaring tribe is the most technologically advanced Aloy has encountered, owing to their early discovery of ancient Focus devices. However, a strict imperialist order limits access to—and heavily censors—Old World information, sowing fear and paranoia within the tribe.

The voyage of the Great Fleet cost many ships and yet more lives, but the Quen's search has finally led them to unearth Thebes, the private bunker of Ted Faro. Inside, they hope to find valuable secrets that will enable them to heal their own distant, dying lands.



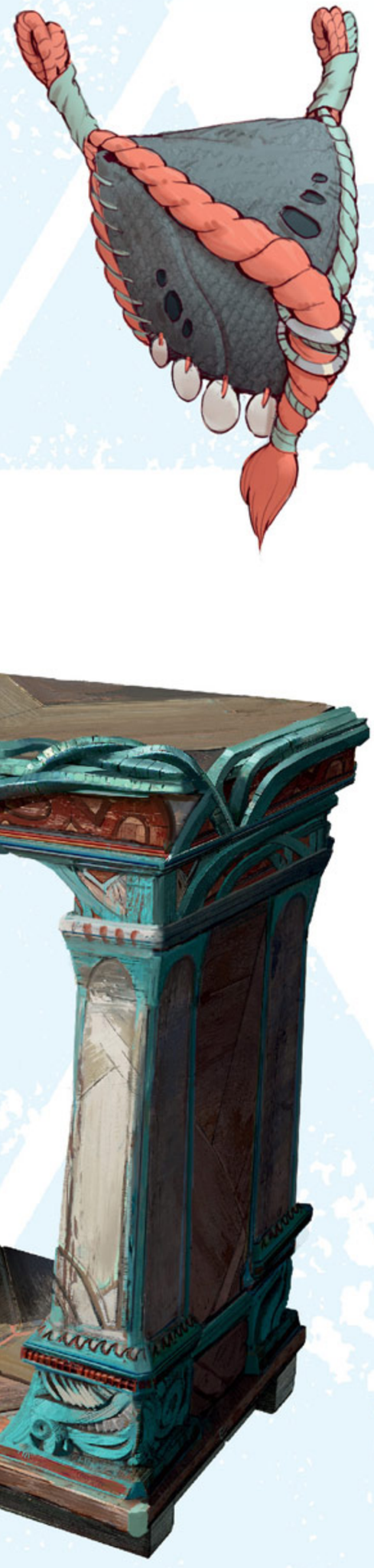
CLASSIC HRZ RUINS
MINERAL DEPOSITION LAYER
SEMI-SUBMERSED RUINS
CLASSIC HRZ RUINS



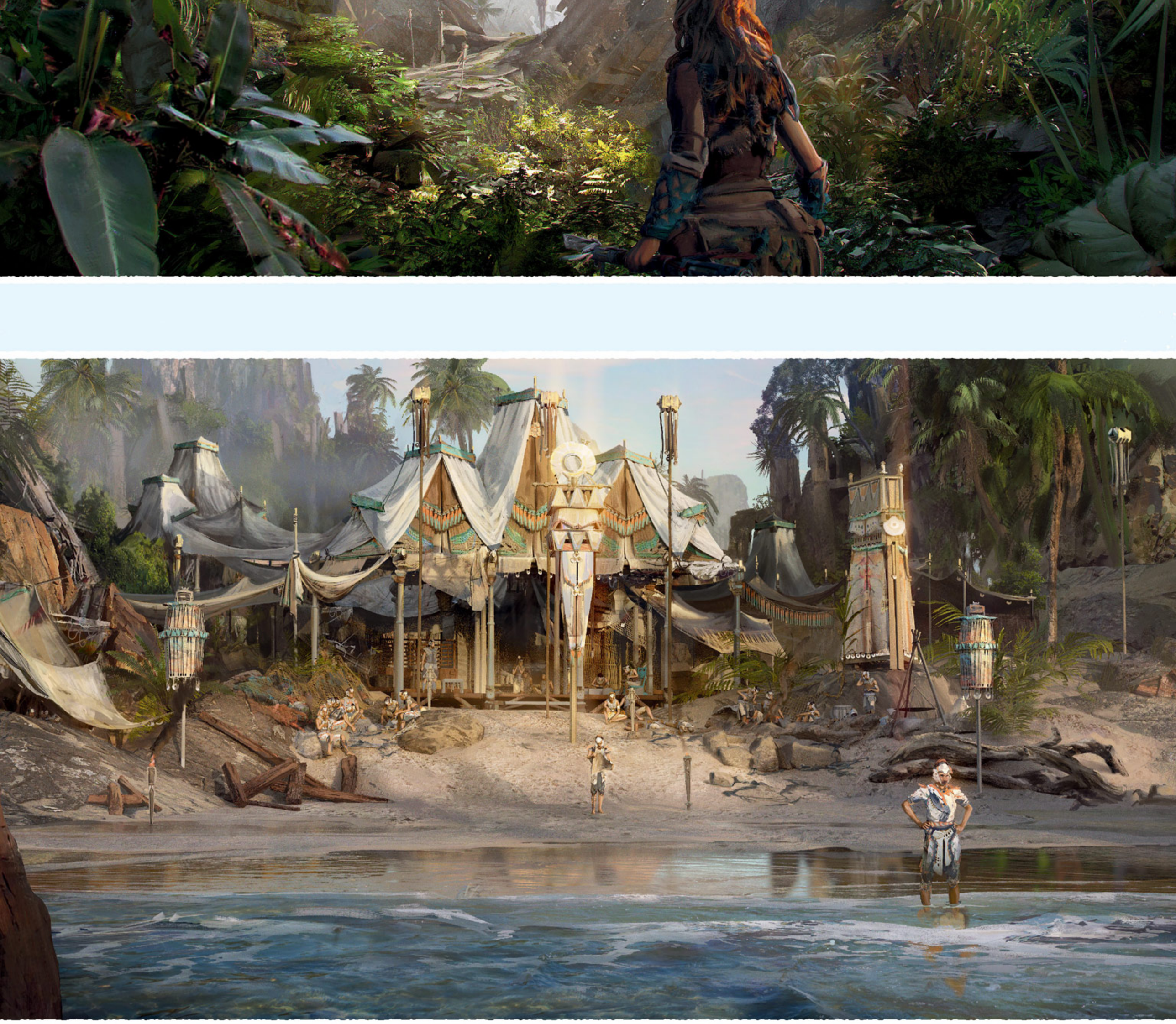
"Our goal was to create underwater scenery just as visually interesting as the landscapes we're known for. So we focused on adding lush elements and colorful coral, using sunken buildings to shape the environment."—*Roland IJzermans*

ALVA

Sensitive, inquisitive, and exceptionally smart, Alva is a close ally for Aloy among the otherwise distrustful Quen tribe. She has devoted her life to studying the Old World or as she calls it, "the Legacy." With the degradation of the biosphere triggering a famine in her homeland, Alva hopes Aloy will help her uncover data she needs to save her people and her younger sister.



Even though space was at a premium aboard the Great Fleet, room was made for the elaborate tent and trappings of the Ceo. This is a testament to how tradition can cloud the logic of this highly advanced tribe.



BOHAI

As one of the Quen's most powerful Overseers, Bohai joined the expedition to San Francisco to supervise the handling of all data and ensure the mission's success. Assisting the Ceo is a means to advancing his career and gaining power, even if he personally views the Emperor's nephew as a temperamental brat.

"As a seafaring tribe, the Quen are proficient in manufacturing sails and rope at scale. This mastery of fabric can be seen in their garment construction, which features sophisticated cloth and rope manipulation." *–Ilya Golitsyn*

Because their knowledge of the Old World stops at the 2040s, the Quen are unaware of Ted Faro's part in ending all life on Earth. Instead, they know him as the Renewer and hope that his resting place will offer data to help them recover their lands.

THE CEO

Brash, arrogant, and self-centered, the Ceo was designed with the idea that he had modeled himself after Ted Faro, right down to his speech patterns and stylistic choices.

SUNWING

This flying acquisition machine powers itself using two large photovoltaic wings as solar panels. When weather conditions or time of day prevent the Sunwing from collecting solar energy, it rests on the ground using its energy shields to protect itself. While its air burst and plasma attacks make it a deadly foe, the Sunwing is also an indispensable ally when overridden and used by Aloy as a flying mount.

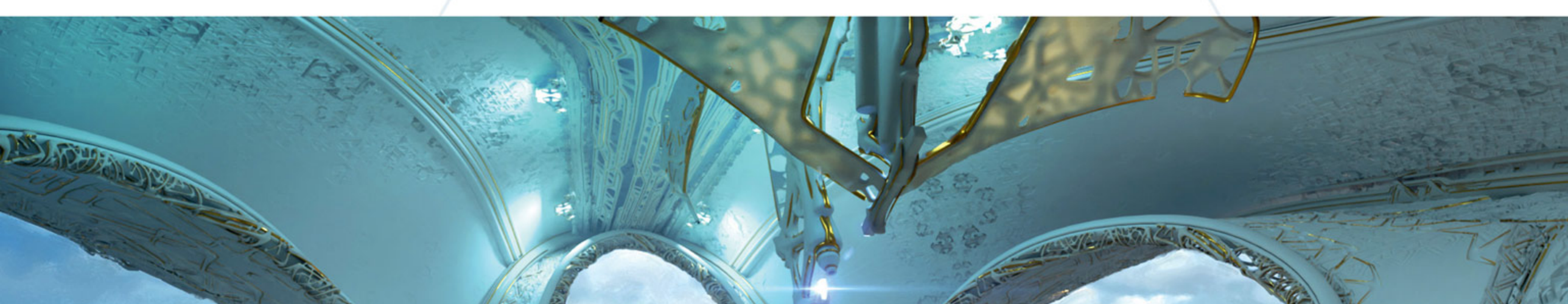
CHAPTER THIRTEEN

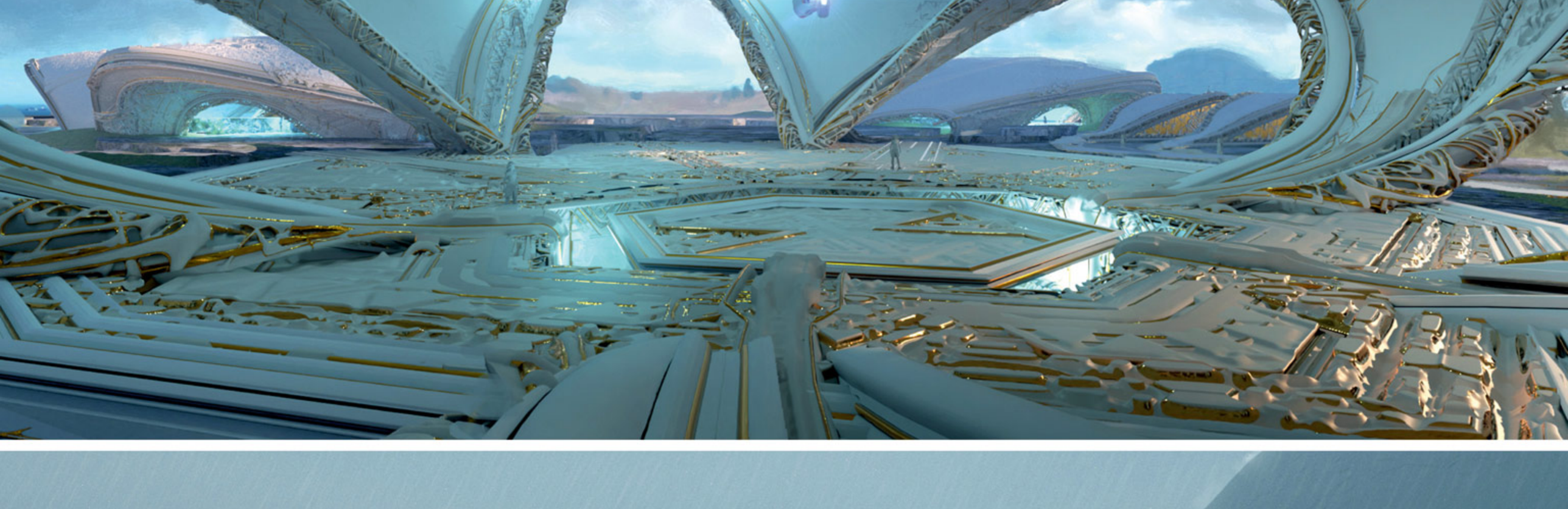
FAR ZENITH

On an island south of the Raintrace, a small contingent of the ancient Far Zenith consortium has returned to Earth, sweeping aside the local tribespeople and even the deadliest machines with ease.

Once humanity's wealthiest industrialists and moguls, these near-immortals have a culture that is perversely nostalgic. They have spent centuries reliving the same memories and consuming the same art through virtual reality. Consequently, the Zeniths' aesthetic clings to their 2060s perceptions of affluence, frequently embellished with swirls of jewelry-like gold.

The Zeniths wield a millennium's worth of uninterrupted technological innovations. Harnessing nanotechnology, they effortlessly reshape the world around them to meet their every need or desire. With total automation and advanced machine printing, they have swiftly constructed an impressive base of operations, but their true motives remain shrouded in mystery.





ERIK VISSER

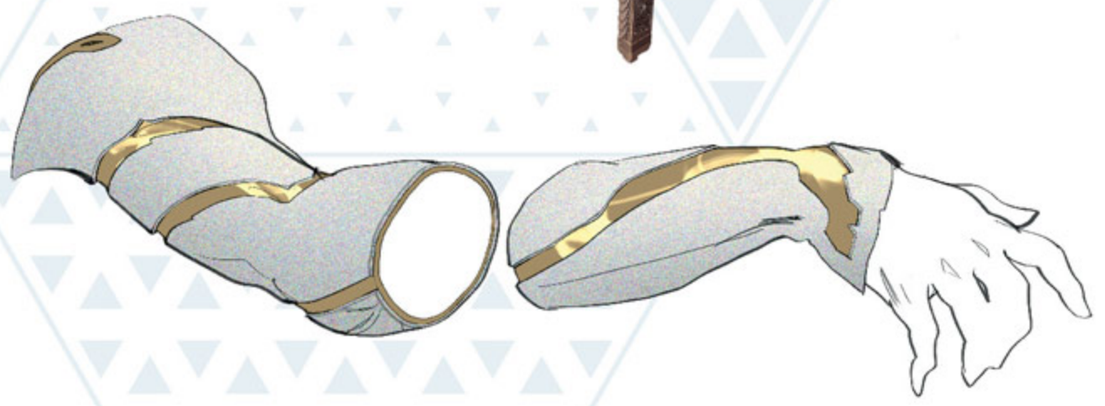
In the mid-twenty-first century, Erik Visser made his name dealing in private military contracts through his company First Imperator. Cruel and sadistic, he enjoys inflicting pain on others and has naturally settled into the role of primary enforcer for the Far Zenith faction that returned to Earth.

GERARD BIERI

Gerard leads the faction of returned Zeniths. With only a few Zeniths escaping the destruction of their colony in the Sirius system, Gerard has risen to the top, believing himself to be the most cunning. According to Tilda, Gerard wishes to reboot the Earth, wiping it clean of what he sees as primitive human tribes occupying their former home.

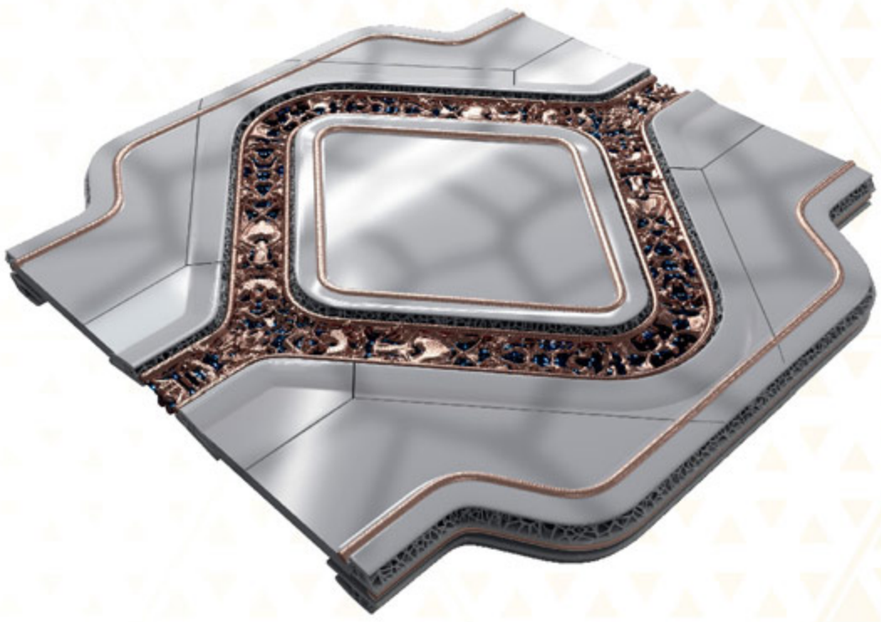
TILDA VAN DER MEER

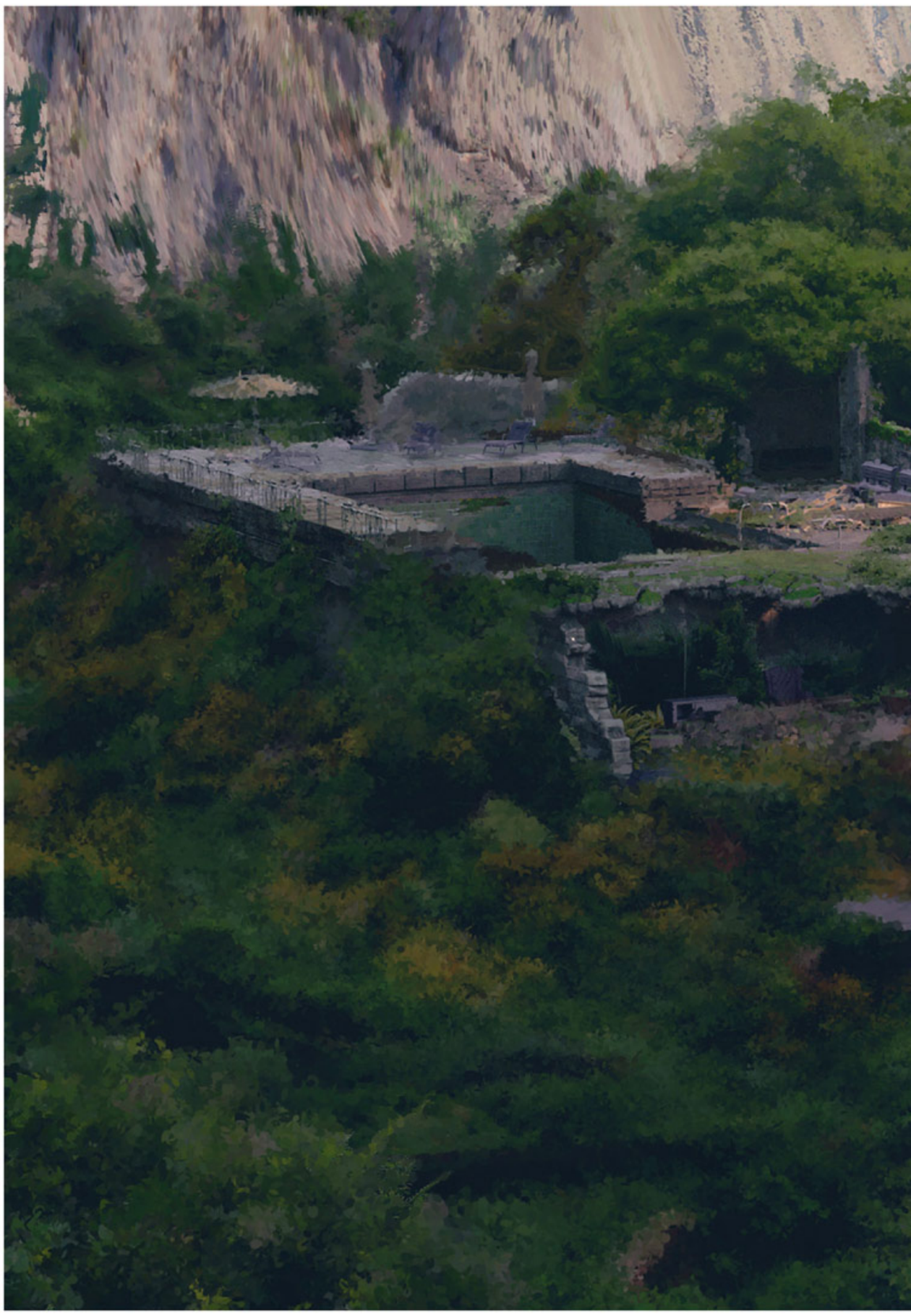
As a child, Tilda barely survived the terrorist attack that unleashed a devastating flood on Rotterdam. Combining her love of fine art with her skills as an engineer, she developed advanced forgery-detecting software with far-reaching counterintelligence applications. This influential but enigmatic genius soon met and befriended Elisabet Sobeck. Even after a millennium, Tilda cherishes the memory of this relationship and dwells on the mistakes that ended it.



BETA

Like Aloy, Beta is a clone of Elisabet Sobeck. Born aboard the *Odyssey* spaceship, she was raised in isolation and treated as a mere tool by most of the Zeniths. She has spent her life studying a range of scientific fields, believing her purpose was to fix the Earth's terraforming system. Upon reaching Earth and witnessing the cruelty of her so-called benefactors, she began to suspect their true aims were far more sinister.





SPECTER

The Specter is a highly advanced mobile combat drone. Its vector thruster acts as a powerful propulsion device, enhancing its attacks and maneuverability in combat. Gold armor-like plates cover its body and can morph into lethal weapons and reattach when torn off.

SPECTER PRIME

As the ultimate Far Zenith exoframe, Specter Prime can morph into multiple forms, while its gold armor-like nanoplates can transform into devastating weapons that gravitationally reattach if torn away in combat. It is armed to the teeth with highly advanced munitions, including explosive lances and a pulse cannon.

ACKNOWLEDGMENTS

Guerrilla Management Team

Jan-Bart van Beek, Michiel van der Leeuw, Angie Smets

Guerrilla Art Teams

Nasier Abdoel, Bryan Adams, Lloyd Allan, Marocha Arredondo Reyes, Christian Auer, Misja Baas, Evgeny Barbakar, Kevin Bastiaenen, Lucas Bolt, Gabriel Bona, Ruth Bosch, Robin Bouwmeester, Lucas Bramlage, Scotty Brown, Gary Buchanan, Bjorn Buchner, Natalie Burke, Ryan Cashman, Choro Choi, Emil Cholich, Pedro Cyrne Amaral, Luc de Haan, Kaj de Jong, Steven de Vries, Celine de Wijs, Tom Delboo, Debora Depenbrock, Balazs Domjan, Myriam Dufrier, Maximilien Faubert, Maxim Fleury, Lennart Franken, Florian Frey, Laura Gallagher, Marijn Giesbertz, Liselore Goedhart, Ilya Golitsyn, Stefan Groenewoud, Daniel Gutierrez Anaya, Shi Han Tan, Jeroen Heemskerk, Mas Hein, Björn Hurri, Roland IJzermans, Jonathon Ivall, Tom Jacobs, Ben Jaramillo, Jelle Yeongjin Jeon, Daniel Joustra, Bjorn Kjerrgren, Joas Kleine, Kenta Kobayashi, Tom Kolbeek, Tino Kort, Michiel Krop, Ivan Laliashvili, Vladimir Lopatin, Ewoud Luppens, Zach Mangan, Miguel Martinez, Tomer Meltser, Michael Menzelincev, Kevin Middelbos, Mike Andrew Nash, Maarten Nielen, Wilbert Oosterom, Lamine Outeldait, Omar Pasha, Kristal Plain, Lisa Plokker, Roy Postma, Olmo Potums, Robin Raaphorst, Bastien Ramisse, Felix Riga van den Bergh, Patricia Rodriguez, Oscar Römer, Jonas Roscinas, Gilbert Sanders, Niek Schlosser, Arno Schmitz, Andrew Schneider, Ben Schrijvers, Guillaume Sinou, Justus Sluiter, Nicole Sochor, Benjamin Sprout, Adriaan Stam, Jelle Steenhuisen, Alisson Stirchler, Lukas Stratmann, Craig Stuart, Thomas Sykutera, Jacob Tai, Eva Tajovská, Monica ten Kate, Hildegard Tholens, Rumen Toshkov, Elias Tsirides, Mark van Berkel, Wim van Brussel, Desmond van den Berg, Maarten van der Gaag, Anthonie van der Heul, Bryan van der Linden, Roderick van der Steen, Hans van der Zee, Joëlla van Dijk, Glenn van Driel, Jordi van Hees, Kim van Heest, Erik Van Helvoirt, Bo van Oord, Eelco van Rooij, Patrick van Rooijen, Jelle van Scherpenzeel, Evgeni Vdovlov, Bryan Verboon, Sander Vereecken, Keltic Vermeersch, Kay Volbeda, Tiffany Vongerichten, Leon Voorrips, Elco Vossers, Bart Walhout, Peter Wano, Nicholas Watkins, Hazel Webster, Jordy Wedding, Koen Wijffelaars, Tyler Woodburn, Danar Worya, Alex Zapata, Hus Zekayi, Jing Zhang

Karakter Design Studio

Nick Ainsworth, Aleksandras Akstinas, Daniel Alekow, Even Amundsen, Robert Auls, Steven Bagatzky, Dan Blomberg, Henrik Bolle, Alex J. Brady, Nils Carstens, Andrea Casartelli, Dhaniels Castillo, Floris Didden, Susanne Dorn, Janina Eberding, Jonas Ellermann, João David Fernandes, Viktor Fetsch, Jens Fiedler, Kevin Goeke, Maximilian Grienig, Christian Günther, Sara Han, Mike Hill, Viktor Jonsson, Andrei Kurylovich, Valentin Lessnerkraus, Ricardo Lima, Tim Löchner, Tobias Mannewitz, Constantin Marin, Jannis Mayr, Knuth Möde, Vilius Petrauskas, Tom Probert, Christian Reiske, Paul Riebe, Greg Rutkowski, Sven Sauer, Alexander Scharlach, Philipp Scherer, Magnus Schramm, Benjamin Schulte, Robert Simon, Josef Stängl, Luise Stolze, Christoph Stryczek, Eva Widermann, Adrian Wilkins, Bo Zonneveld

Mood Visuals

Silas Amdi, Rasmus Berggreen, Lasse Biltrup, Oliver Fetscher, Simon Fetscher, Jesper Friis, Marta Grajper, Daniel Gstir, Malte Madsen, Christopher Rabenhorst, Jesper Sølling Andersen, Olle Wedenmark

One Pixel Brush

Piotr Krynski, Kevin Miranda, Shaddy Safadi

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